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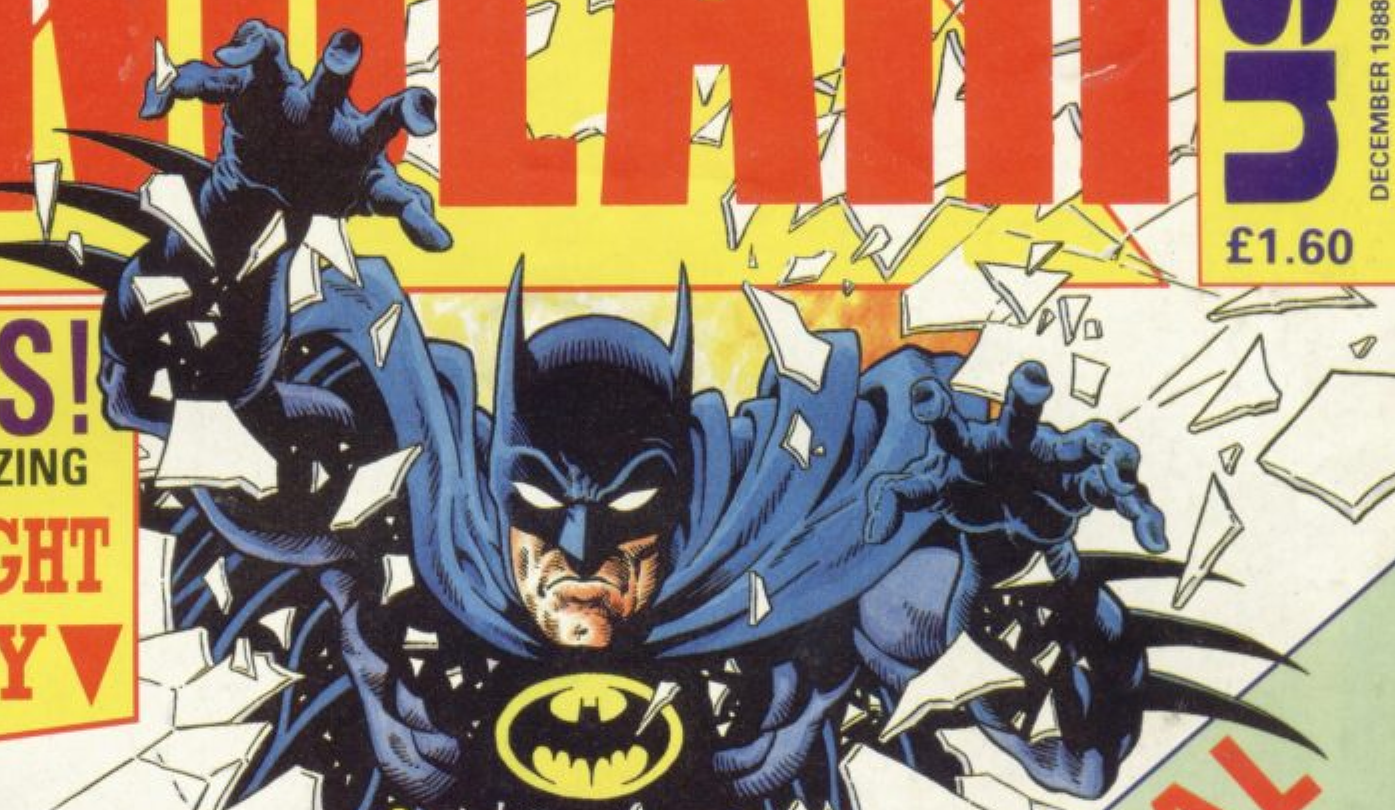
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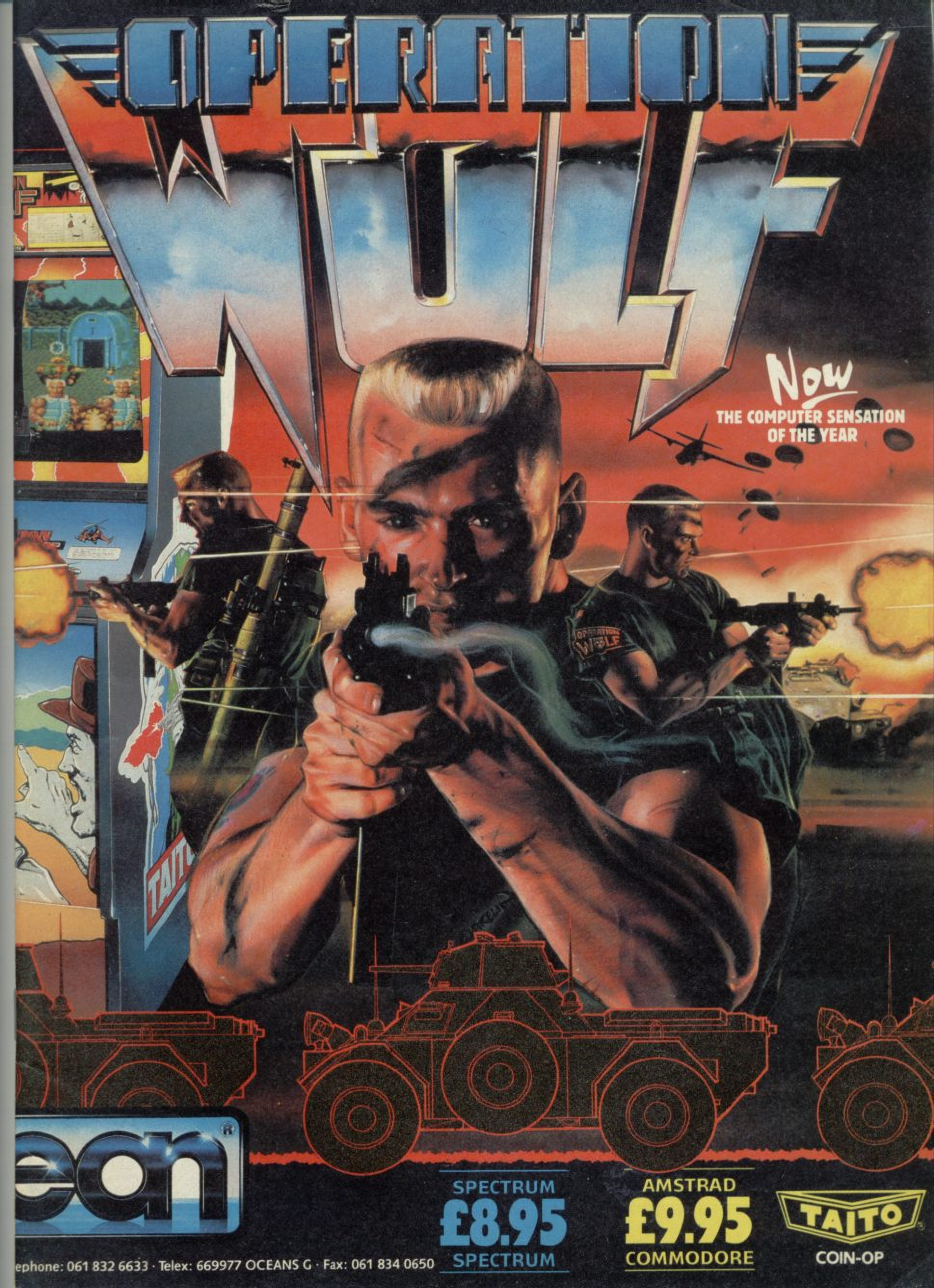


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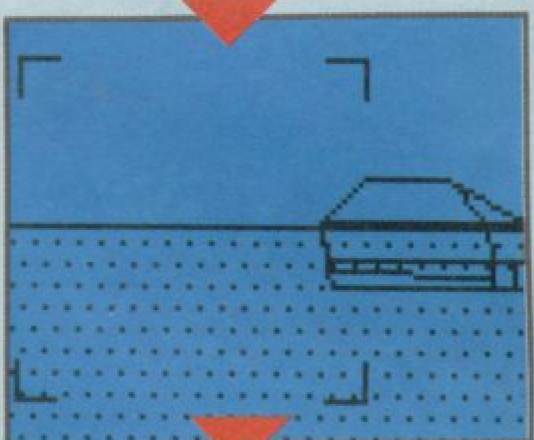
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CONTE

BLUEPRINT 108

Carrier Command is one of the most sophisticated and action packed strategy games ever. We show you lots of pictures, look at the game in development and generally get enthusiastic aobut 'the game they said could not be converted.'





POSTER 66

Wouldn't ordinarily mention it except that it's completely brilliant this month. Just thought we'd mention it . . .



COMPETITIONS

WIN AN AFTERBURNER 12 MACHINE!

Gasp! Is this the best competition ever in the entire history of competitions? Probably.

POWER PYRAMIDS 37

Win some peculiar mystical clock type things. Ooooowеeeeeoooooooo.

COMPO ON TAPE THINGY 56

The awesomely brilliant Gremlin bring you 'compos on tape!' Unique! A boon! Mysterious! Nothing like any other game!

WIN A MOTORBIKE 76

Neeeeeeeeeeowwwwwwwww. To celebrate the imminent release of **Motorbike Madness** we've got a fabulous Motorbike kit for you.

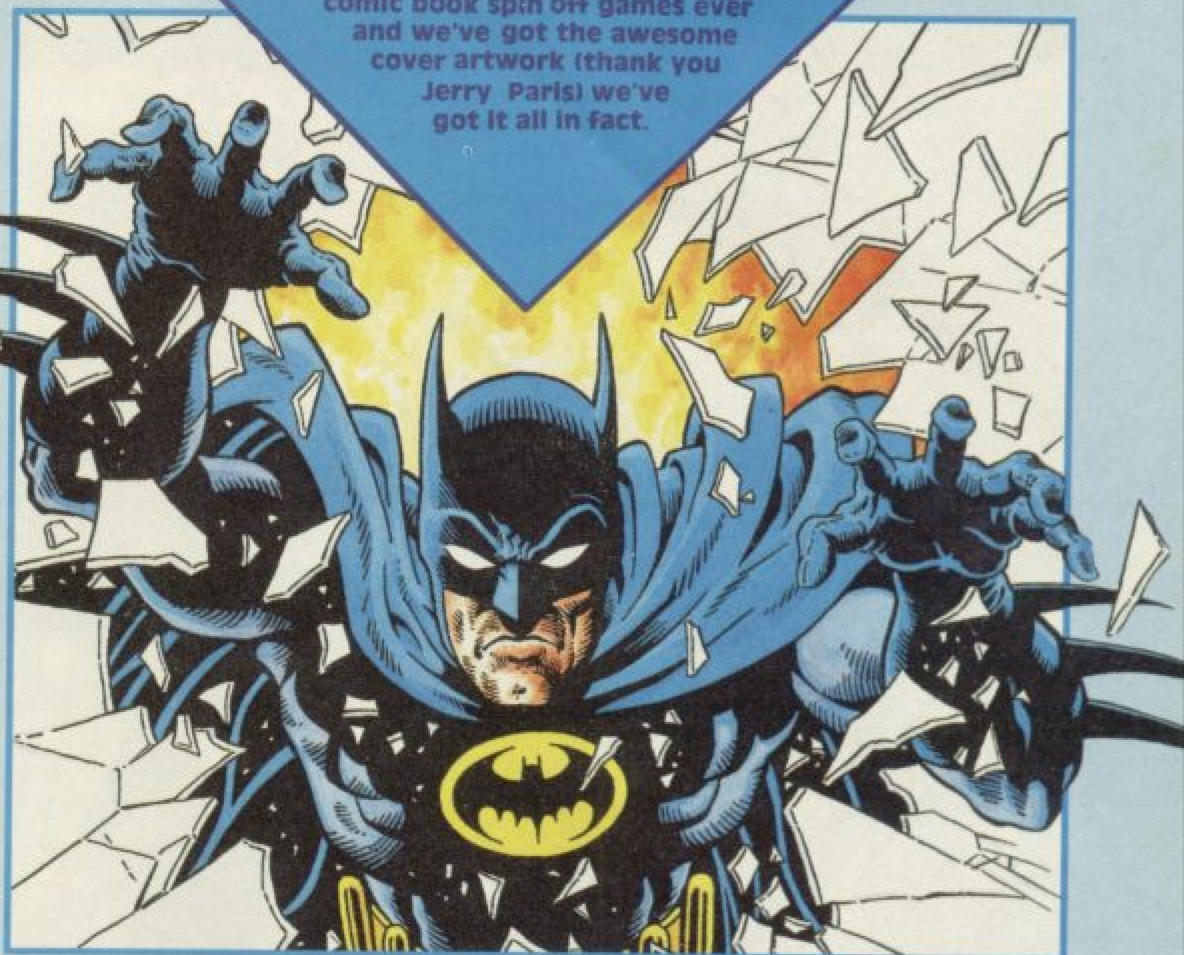
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ARCADE

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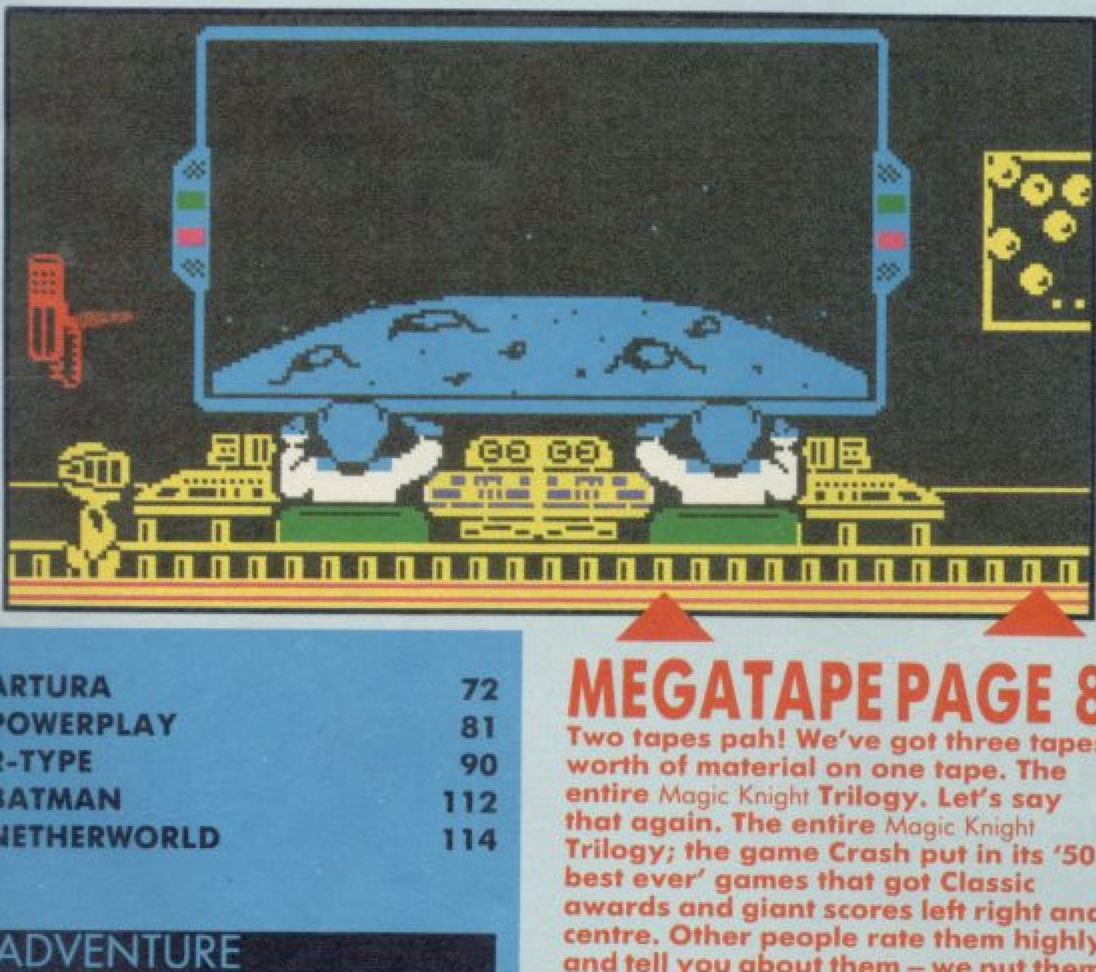
COVER GAME 112

Batman looks like being one of the best comic book spin off games ever and we've got the awesome cover artwork (thank you Jerry Paris) we've got it all in fact.



PREVIEWS 110

They just keep coming more up to the minute news on the very hottest games with the latest pictures. This month we've got some mouthwatering pictures of Xenon which looks amazingly like the ST original! And some early preview material on Eliminator from Hewson. Also Return of the Jedi and loads more . . .



DEAN THE BARBARIAN 64

Why don't you do one of those boring choose the paragraph you read next adventure book type things someone said. "Leave it out guvnor" we said. Still never ones not to rip off a bad idea when we hear it we bring you . . . Dean the Barbarian. It's very er . . . you know . . . thing.

ADVENTURE

STRATEGY AND SIMULATION

MEGATAPE PAGE 8

Two tapes pah! We've got three tapes worth of material on one tape. The entire Magic Knight Trilogy. Let's say that again. The entire Magic Knight Trilogy; the game Crash put in its '50 best ever' games that got Classic awards and giant scores left right and centre. Other people rate them highly and tell you about them – we put them on a megatape and GIVE THEM TO YOU! Plus a lengthy playable demo of Technocop plus the Chewits game plus pokes . . . jeees what else do you want from us? Days – even weeks of entertainment for virtually nothing. Though if you knew the trouble we had . .

REGULARS

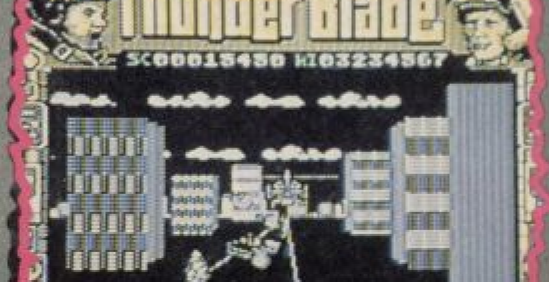
i ne ever to storm the skies...

o.1



Screen shots from various formats.





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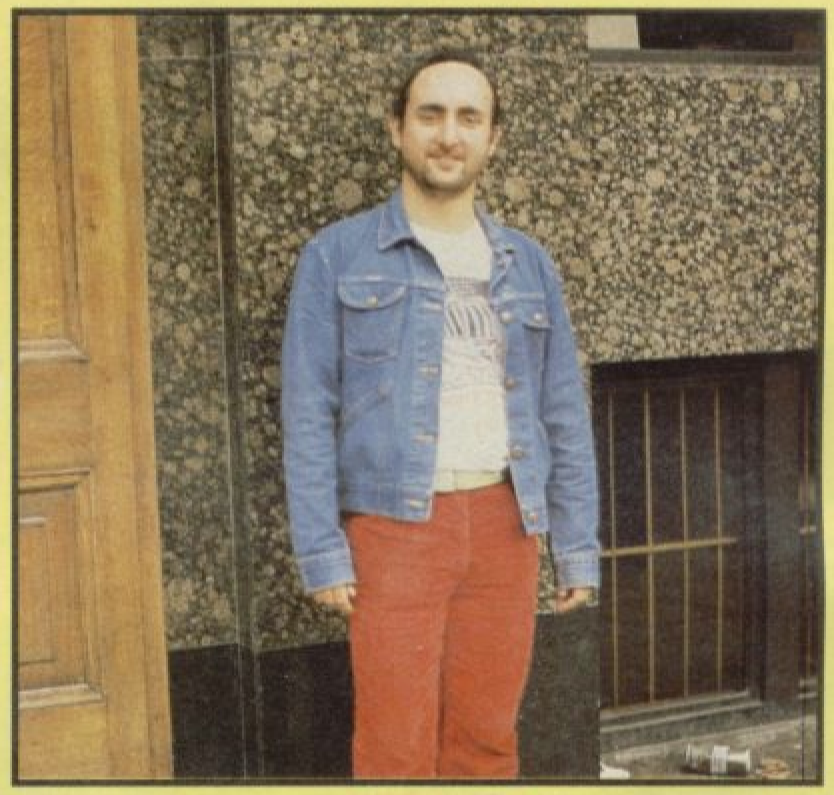
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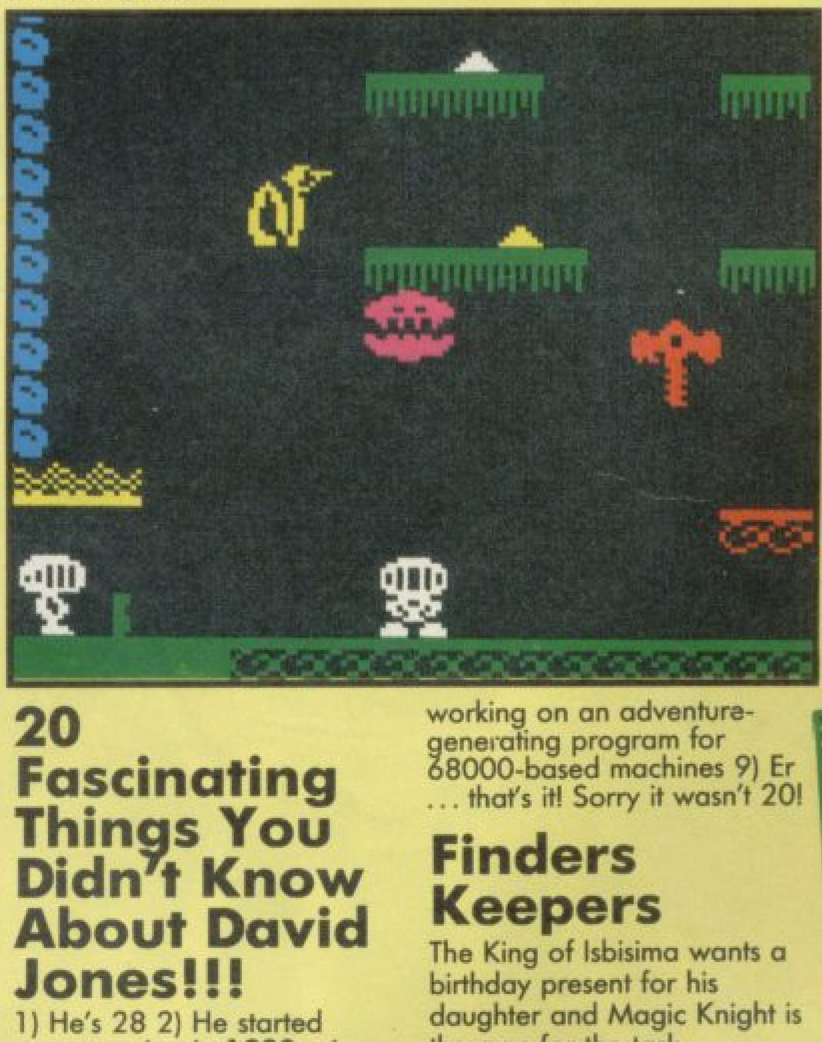
MEGA TAPE 10

David Jones – Superstar

Blinking flip, this David Jones chap certainly knows his onions (among other vegetables). His **Magic Knight** series did more for budget games than practically any other titles and gained record-breaking high marks and special awards from every computer magazine in the universe (except *Tedious Business Computing for Retail Management Monthly).*

Full of humour and featuring the technically brilliant Windimation menu-driven arcade-adventure system, the three games **Finders Keepers, Spellbound** and **Knight-Tyme** form an enthralling series.





Spellbound

In his journey back from the future (see **Knight Tyme**) Magic Knight finds himself split into two; a good and evil Magic Knight (known as the Off-White Knight). Armed with 23rd Century technology, the Evil Knight sets up his own Kingdom. The good Magic Knight must capture the evil one, and merge with him to become a whole person again.

Keys

A = CURSOR UP/JUMP
Z = CURSOR DOWN
N = LEFT M = RIGHT SPACE = MENU/CHOOSE OPTION
FIRE = SAME AS SPACE USING JOYSTICK BREAK = RETURN TO MAIN MENU

20 Fascinating Things You Didn't Know About David Jones!!!

1) He's 28 2) He started programming in 1980 using Commodore PET computers 3) He didn't much like his quantity surveying job, so in 1984 he started up as a self-employed programmer 4) His first game was called **Bonkers** (oo-er!), and he has written educational and utility programs as well as the popular Mastertronic budget games 5) He used to write in Z80 Assembler on a Tandy TRS-80 and transfer the code to the Spectrum, and now uses two Atari STs with a 20Mb hard disk 6) He's so keen on **Magic Knight** that he's writing a book about his adventures 7) He's a **Dungeons and Dragons** Level 12 druid 8) He's now working on an adventure-generating program for 68000-based machines 9) Er ... that's it! Sorry it wasn't 20!

Finders Keepers

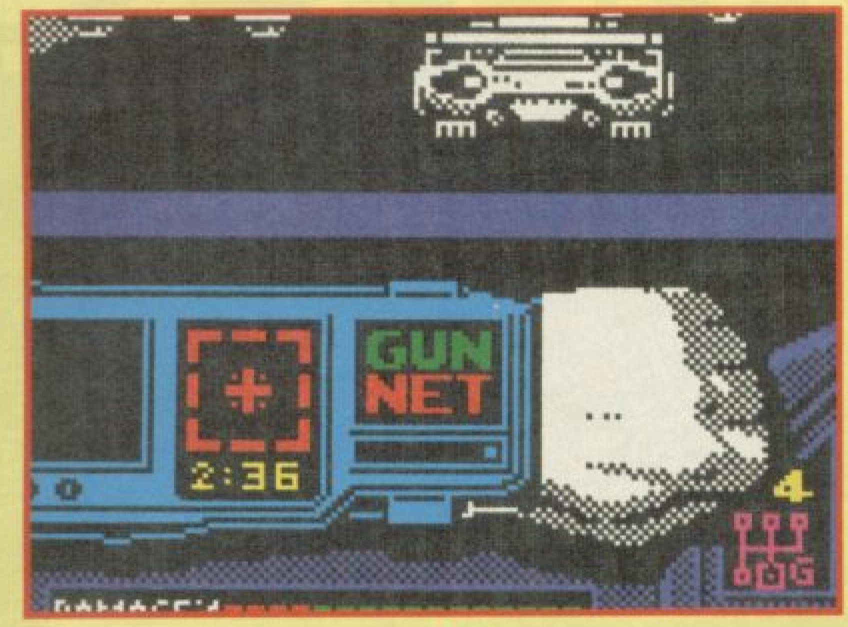
The King of Isbisima wants a birthday present for his daughter and Magic Knight is the man for the task. Transported to the Castle of Spriteland, you must face the grisly ghouls and energy sapping creatures, search through two mazes and collect as many treasures as possible.

Traders you meet on the way will exchange treasures for money or other objects.



Keys:

A = UP N = LEFT G = GET
T = TRADE Z = DOWN
M = RIGHT D = DROP/LIST
E = EXAMINE
Kempston, Sinclair, Fuller or Cursor joysticks.



Technocop

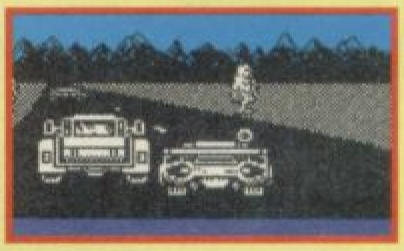
Drive drive drive, squeek squeek, blam blam blam. Technocop **is all this and more. Part road race shoot-'em-up, part rescue-the-hostages, part platforms and ladders thingy, either way it's one of the hottest games around at the moment. Our playable demo features lengthy playable excerpts of both parts!**

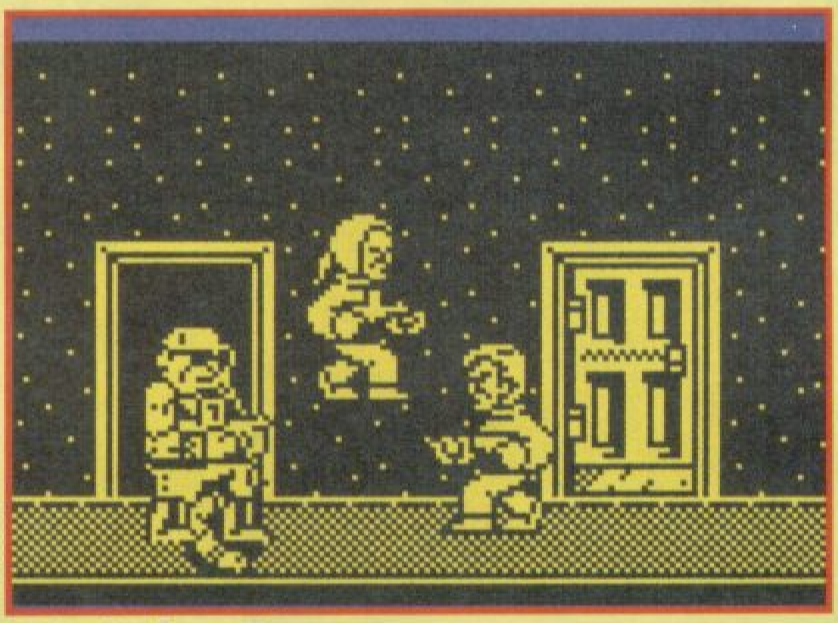
Technocop **is partly a road racing game – controls self explanatory – blow away the other cars until you get the message that a robbery is in progress, then pull over. But it's also a platforms type thing when you arrive at the scene of the crime and fight your way through the floors blasting baddies and searching for the bad guy. IMPORTANT POINT – you have to shoot baddies more than once to completely kill them, a single blast only makes them back away a bit (well it would really).**

Time is important. You must get the criminal within a set time limit or he will escape. Don't shoot civilians!

CONTROLS (IN THE CAR)	
UP	Accelerate
DOWN	Brake
LEFT	Steer left
RIGHT	Steer right
FIRE	Missile
CONTROLS (OF TECHNOCOP)	
UP	Jump/Enter Lift/ Lift control
DOWN	Crouch/Pickup/ Lift control
LEFT	Move left
RIGHT	Move right
FIRE	Shoot

Technocop **is followed on tape by the** Chewits **game. Load using LOAD "" then use keys ZX KM to control your dinosaur. More instructions on the compo page but really – we reckonb even a total gimp could figure this one out.**





Some Clues

Derby IV the Transputer can help you to start with. The advert for **Spellbound** may be useful. The clown may help you avoid dying of exhaustion. Sarab will tell you how to move the starship once you have a valid ID card.

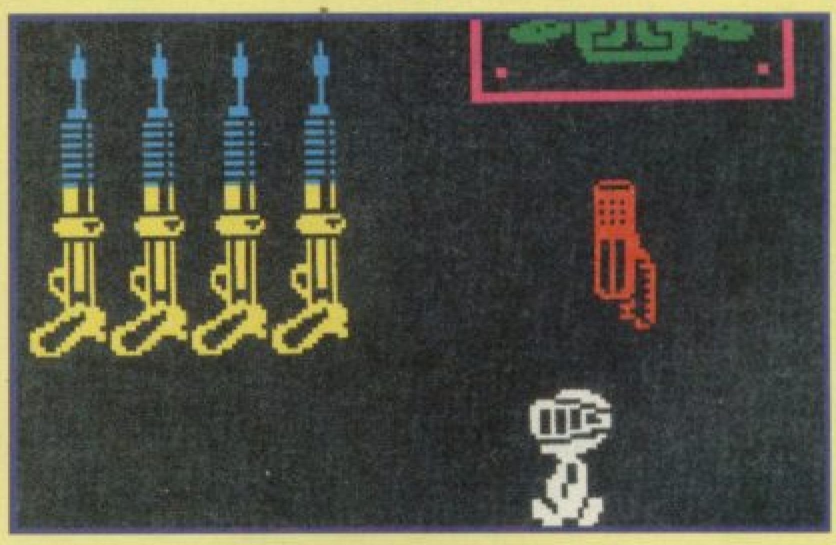




Knight-Tyme

After saving the wizard Gimbal in **Spellbound,** Magic Knight has been transported into the future. To return home he must find the Tyme Guardians and obtain from them a Tyme Machine, avoiding the Space Pirates and Paradox Police.

The Windimation system allows you to choose options from the menus at the top of the screen. The up and down keys (or joystick) move the cursor, and Fire chooses an option. If there is no menu, Magic Knight can move left and right, or jump.



Some Clues

Read the Crystal ball every couple of minutes for help. Keep the Transporter pad in the lift. You'll need the Wand of Command before you can give anyone orders. Banshee will give you useful clues. Both Thor and Elrand will be needed to help you demolish the Wall. Elrand does not want the saxaphone!

Keys

A = UP/JUMP Z = DOWN
N = LEFT M = RIGHT SPACE = FIRE
Kempston, Cursor, Protek, Sinclair or programmable joystick

POKERAMA!!!

Postie antics may have stopped him last month, but now he's back and as dangerous as ever! Adrian "Call me Adrian" Singh has magicked up another package of pokes and this month they include:

1) Deviants (for our version on Megatape 8)
2) Intensity
3) Cybernoid II
4) Metaplex
5) Soldier
6) Chubby Gristle
7) Foxx Fights Back
8) Beach Buggy Simulator
9) Terrorpods
10) Samurai Warrior



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BUTCHER HILL
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Stand proud Artura – son of Pendragon – and set forth on your quest to unite the warring kingdoms of Albion in this age of bloody war and mysterious magickes. Your task is to rescue Nimue from the clutches of your evil half-sister, Morgause for which only your fearless nerve and superior fighting skills and the mystical wheel of Cerriddwen will overcome the ghouls, spiders, soldiers and giant rats you encounter.
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AFT BUR

Verrroom! Swoooshhhh! Kerblaaaaammmmm! Er . . . KERSPLOSHHHH! And any other sound effects you can think about. **Afterburner** is here, and it's just as spectacular as it promised to be. After months of previews, teasers and tickles, the official conversion of the best-selling coin-op from Sega has arrived.

It was with trembling legs and dribbling chins that we loaded **Afterburner** and prepared to put it to the test. Would it be the most amazing convo ever? Or a complete load of old sausage-meat? Fortunately, it's better than we could have expected; just about as close to the coin-op as the Spectrum can manage.

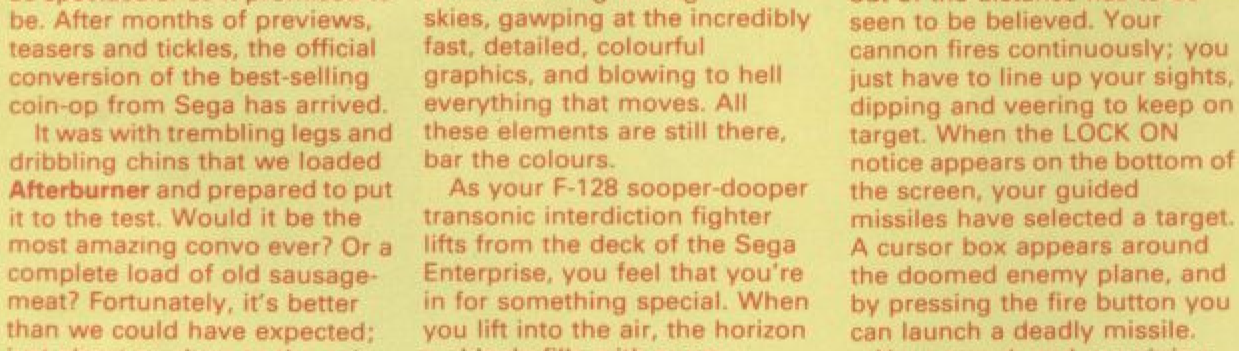
Not much has been left out of the gameplay. Let's face it, there wasn't much to leave out. **Afterburner** was never about complex gameplay; it's just about zooming through the skies, gawping at the incredibly fast, detailed, colourful graphics, and blowing to hell everything that moves. All these elements are still there, bar the colours.

As your F-128 sooper-dooper transonic interdiction fighter lifts from the deck of the Sega Enterprise, you feel that you're in for something special. When you lift into the air, the horizon suddenly fills with enemy planes, and you know that you have a fight on your hands.

The speed and smoothness with which your targets come out of the distance has to be seen to be believed. Your cannon fires continuously; you just have to line up your sights, dipping and veering to keep on target. When the LOCK ON notice appears on the bottom of the screen, your guided missiles have selected a target. A cursor box appears around the doomed enemy plane, and by pressing the fire button you can launch a deadly missile.

Your speed, and remaining stock of ammunition, are shown at the bottom of the screen. At

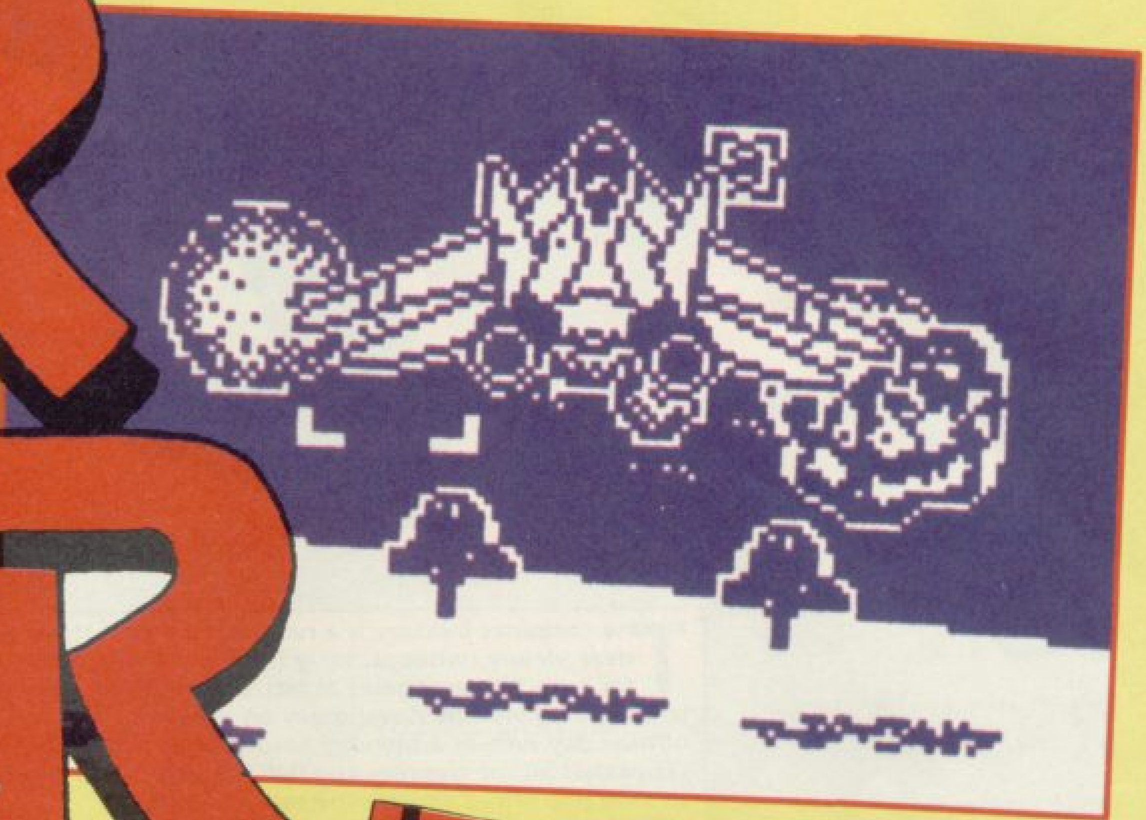




the top is shown your current score, as well as the stage of the game you've achieved. The first stage is relatively easy; the targets almost line up to be zapped. As you progress, though, you find yourself facing waves of missiles. The best way to avoid these is a quick barrel-roll; move the joystick over to the right or left, then give it a quick nudge. Your plane rolls alarmingly, the horizon spins around you, and with any luck you'll avoid the missiles. If you don't have any luck, your plane goes down, trailing what look like soap bubbles, which I'm sure are meant to be smoke rings.

If you survive through stage one, you'll rendevouz with a

TER
RNER





tanker which will top up your fuel and ammunition. Then it's on into the unknown, with a different coloured background, new tyupes of planes, and a faster, more furious fight.

You must select music or sound effects during the game; the music's a jolly bouncy sort of affair, while the sound effects include some nice metallic bonglings and swooshings. The overall impression is of a game which is more than the sum of its separate parts; hence the rather strange marks in the faxbox.

If you survive long enough, you'll get to see the **Super Hang-On** motorbike chasing you off a landing strip, an **Outrun** sports car and a **Thunderblade** helicopter. Nice to see that the programmers had enough memory space to get all the jokes in – of course, this means that the game has to be multi-load, or use continual disk access.

OK, there's not much to **Afterburner;** it's just continuous, spectacular blasting. Don't let that stop you investing in what must be one of the big hits for Christmas■

ARCADE REVIEW

FAX BOX

AFTERBURNER Label: **Activision** Author: **In-house** Price: **£9.99** Memory: **48K/128K** Joystick: **various**

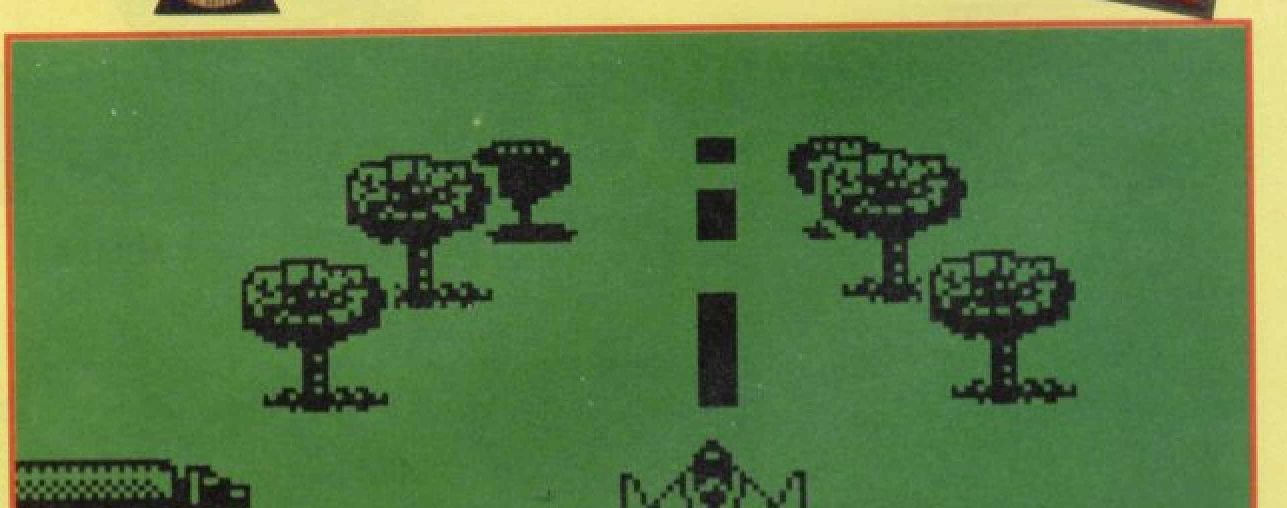
GRAPHICS	SOUND
75	76
79	87
PLAYABILITY	LAST ABILITY

Top-class coin-op conversion destined to top the charts

Reviewer: Chris Jenkins

10 20 30 40 50 60 70 80 90

OVERALL **90**



1 ZAP

JON RIGLAR HE'S ALL FAXED UP THIS MONTH

The computer industry is a rum sitcom if ever there was. In fact, dear viewer (whoops, sorry I thought I wass a YS writer there for a mo, I'll start again). In fact, dear squillion and a bit viewers, it could very well be *Neighbours* on a whacky and sort of spooky offbeat day such as a Monday lunchtime or a Wednesday evening. Let us dust all the crannies and fluff the nooks and open Mr Emap's spanish suitcase to explore the matter further.

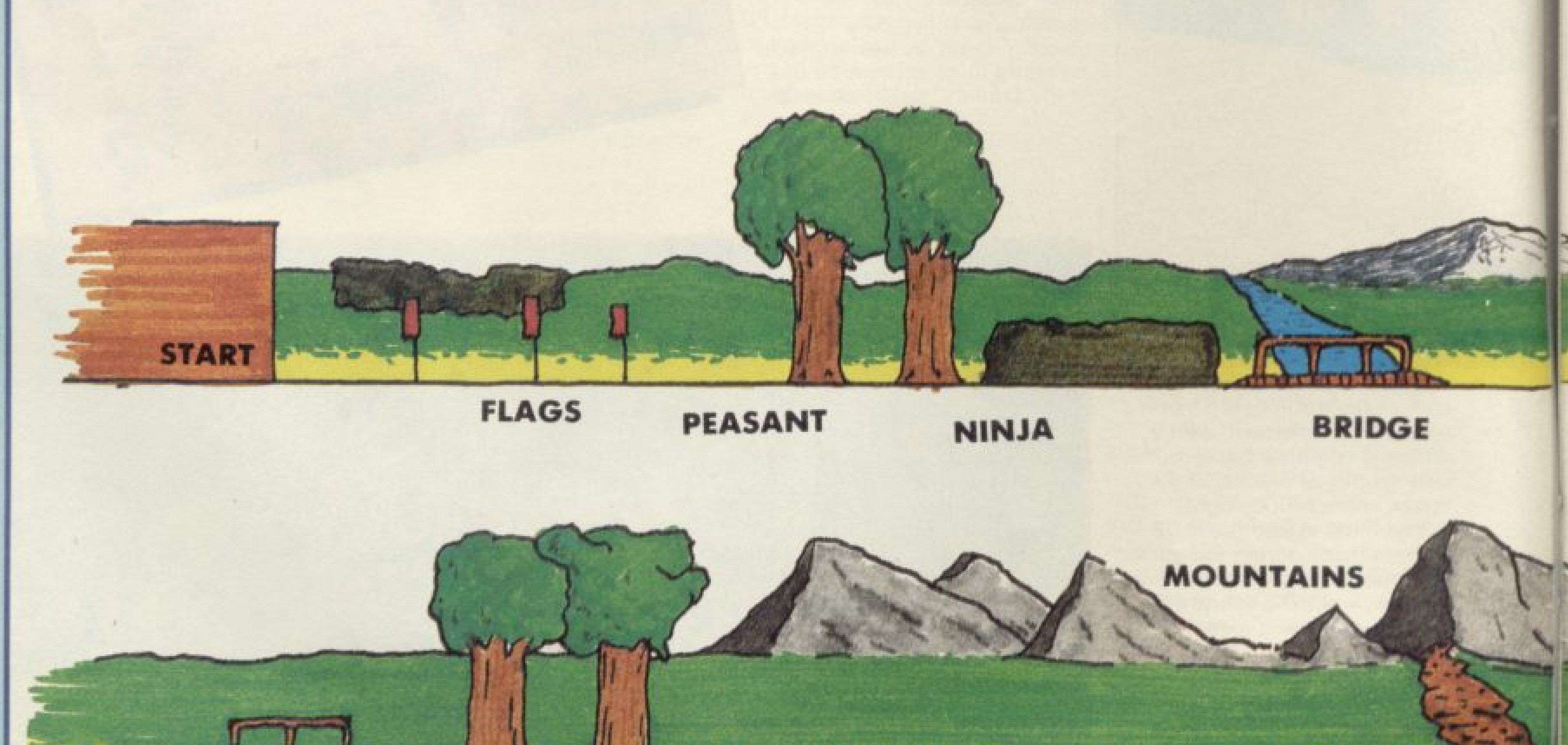
Take, pour example, Mikrogen. Well, who else could the company be but hairy old Shane i.e. someone who has vanished and is a bit hairy. (Well, maybe forget 'bout the hairy bit). Then there's fluffy, moist and cuddly Harold Bishop, who surely must be Hewson 'cos they've been around a fair while now.

But the question you're all dying to ask is 'Who is Charlene then guv?' Well of course there's always Codemasters, a spunky thing who is far too young to get married and cook toast (!?!)

How about us? Well good 'ole SU must be Lassiters lake really. Lots of sludge (Tony 'Gary Davies' Dillon), old tyres (the accounts dept.) and . . . (I think I speak for both Madge and myself when I say be off with you! – GT alias Jim Robinson).

STANDBY TO ACCESS: SAMURAI WARRIOR . . . Firebird Section writer: Wimpy burger buyer: Jon Riglar

Firebird's latest release, commonly known as 'The Battles of Usagi Yojimbo' (which is a good enough reason to rename the whole bloody thing actually) is really rather nice. Lotsa big, busty, bouncy graphics with the occasional chop chop. But you may also need a map and a pack of brillo



CHAT

pads. Well, you can ruddy well get your own brillos mate, but here's a map and a few tips chucked in.

STARTING OFF

This whole section has been mapped. Walking along, make sure you keep your sword in its sheath because the first character you'll encounter is a peasant and peasants don't take too kindly to Samurai waving big long ones in their faces (fnar). Moving on you'll find a set of two trees. From the second, a Ninja will drop and attack you. Wap out your stick and make use of the three modes you can use. By far the best is the side swipe which is quickly executed so you can move to defend yourself straight after. All Ninja in this section only need one hit to keel over.

Sheath your sword straight away and wander onwards, over the bridge and make damn sure you keep your sword where it's supposed to be when you walk past the bloke on the other side. Bow to the bloke if he is another Samurai because the more manners you display, the higher your Karma will climb. At the next set of trees, another Ninja will attack but this time he will drop from the first tree. Hack, slash etc.

Sheath the sword again and wander across to the next bridge. Her eyou should meet another peasant. You can either bow to him or offer money.

Giving money away will increase your Karma level, but try to keep some cash for later on in the game. From here on you can keep your sword unsheathed. Kill the next Ninja and zoom on to the end of the section. You will have noticed (honest!) that by keeping the sword out, old Usagi moves much faster.

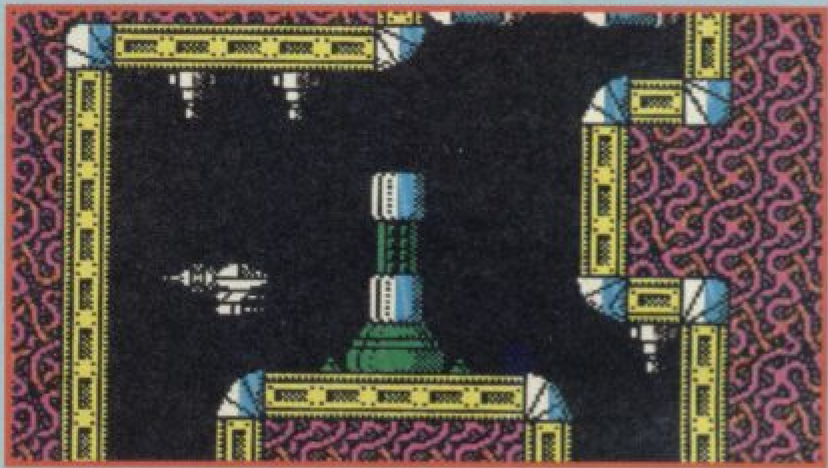
At this point you can make a choice. Either head up the path or jump across the river. The latter is the hardest and so, being a true journo, I took the other route.

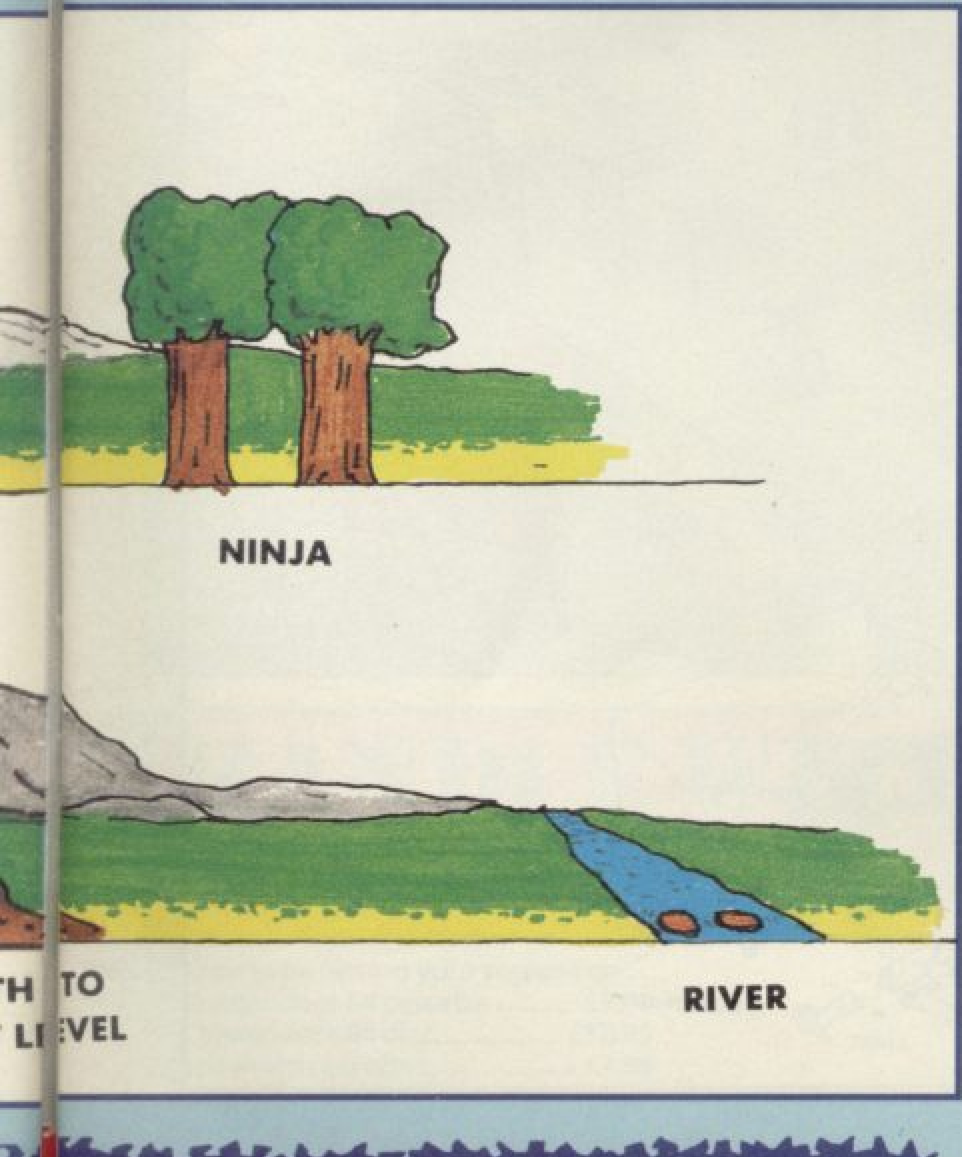
READER'S BIG FIVE 'WIGGING OUT ALL OVER THE SHOP' CHART
Sinclair User Dentist: Arfur Neecap BDS

'Lovely smashing lovely smashing super splendid lovely smashin' as Jim Bowen would no doubt say when pondering the wondrous opportunity of having his very Big Five Reader's Chart printed in the fab organ. But! You don't have to be bald and wear glasses to stand a chance, oh no! It's really ridiculously simple you know. All you have to do is jot down your top five on a piece of bog roll, complete with the game you think should have been shot at birth, and send all offerings to Oocka-oocka-oocka-Jon-what-a-big-'un, followed by the usual blurb. Pronto!

1 Cybernoid	Hewson
2 Target Renegade	Imagine
3 Thundercats	Elite
4 Super Sprint	Electric Dreams
5 Fruit Machine Simulator	Charlene Mitchell

Welcome back to part two (?) the lovely moist and cuddly cahrt shown above were sent in by Chris Reeves who has waited 2 months for it to appear in print. Chris' gross-out bummer of a game is Zub and why not? If you want your chart printed then . . . (Em, haven't we already been through this bit? GT)





THE OTHER ROUTE

This section is ruddy massive and so we haven't mapped it but here's the low-down as to what goes on. Basically, watch out for the peasants who tend to appear all over the place. The first real teaser you'll hit are the ravines. The only way you can jump across these is to get into combat mode because it follows that if you can run faster you can jump further as well.

Further into this level are some Ninja which act the same as before but are a lot toughter and cannot be killed with one hit. They also tend to leap around in the so-called 'air' a lot which is a pain in the butt. At the very end, you'll also find a cave. DO NOT ENTER. Inside is an invisible Ninja which, cos it's invisible, tends to be very hard to hit. Need I say more?

Right at the end of the section is a cave mouth which you have to enter to complete the section but watch out for falling rocks.

SOME QUICKIES (FNAR YAK)

Once you reach the section with a building, enter it and have a gamble. This is possible, of course, only if you have any money. Likewise, in the very same building, you can buy some nosh and stuff yourself to build your energy back up to its starting value.

In the later levels, you also need to be careful to avoid peasants. If you don't give them any money, you might find yourself with a scrap on your hands. And there you go i.e. Fin!

2

ZAPCHAT 3

Hello hello hello! Nice weather isn't it? (Don't start that crap again. GT) Anyway we've received trillions of letter in which people all claim to have completed *Where Time Stood Still* so, being generous souls, we've decided to rpint some along with some normal scores. So here we go:

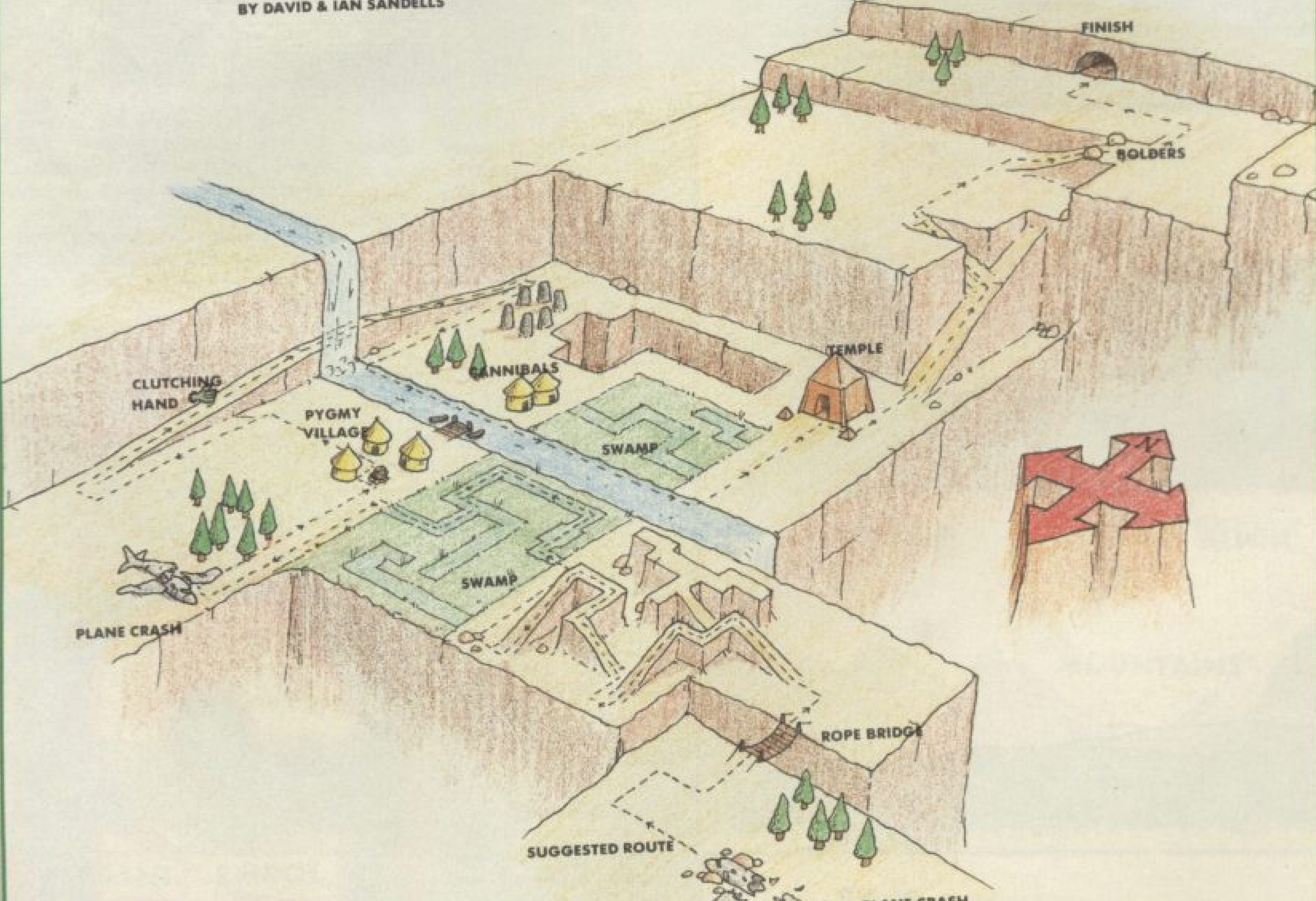
BOINZOI HIGH SCORES EDITION! Section writer: Jon 'We call it EMAPPPEEEE' Riglar

OUTRUN	1,188,200	Paul Sharatt
SUPER HANG ON	250,775	Sandra England
PAPERBOY	80920	Paul Sharatt
WTST	Completed	Andrew Limpin
WTST	Completed	Paul Taylor
WTST	Comleted	Adrian Hicks
WTST	Completed	Jamie Mash
WTST	Completed	David and Ian Sandells

'GICE ME MY RUDDY WAD JON' UPDATE Section writer: Jon '69-69-59 Riglar

Terribly sorry and all that but last ish there simply wasn't enough room to print the map that won the was for being groovy and lookin' pretty fruity, so we've printed it this month. Although we've been flooded with maps for *Where Time Stood Still* there were too many – too many!! – to award some dosh so we've cut each one up into little squares and then stuck a bit from each to make one humungous one! And here it is! End of factual blurb.

USAGI YOJIMBO MAP
BY DAVID & IAN SANDELLS





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GREMLIN



Screen shots from various formats.

Gremlin Graphics Software Ltd., Alpha House,

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GARY LINEKER'S SUPERSKILLS

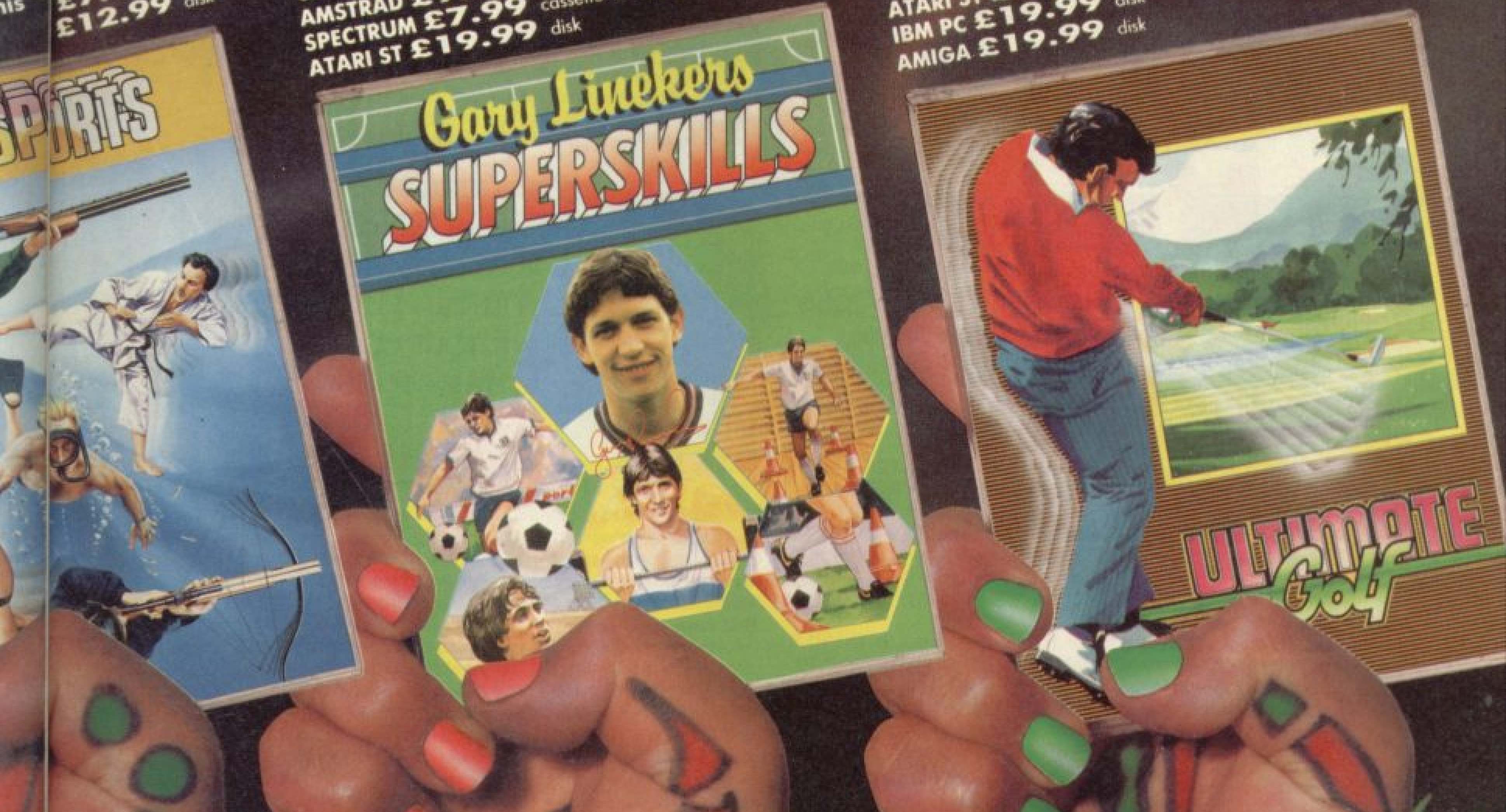
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WIN AN AFTER BURNER ★ MACHINE ★

OK Strap yourself down. Hold yourselves back. This is the big one. Possibly the greatest competition ever run in any computer magazine ever in this or any other Galaxy certainly the most astonishing this side of Alpha Centuri – SU in conjunction with those very nice people at Activision brings you:

WIN AN AFTERBURNER MACHINE! REALLY! NO JOKE! HONEST!

Unbelievable but true, we have, sitting in our top secret warehouse, a brand, spanking new, standy-uppy, gleaming, Afterburner Machine, worth a cool £2,000. (Actually it's a hot 2,000 but don't worry it's all used fivers and will never be traced.) All you have to do to win it is: Read this and next month's magazine very very carefully indeed ... Easy eh?

Let us explain:

Scattered through the pages of this magazine, lurking in a corner here, peeking through a gap in an illustration there are a number of special Afterburner logos. They look like this:



We want you to scour the pages of this and next month's magazines even more carefully than usual and hunt them out. Remember they could be anywhere – on an ad, in a review, ANYWHERE!

NOTE We only want you to count logos that look just like the one above – not any Afterburner logos that appear on Afterburner adverts or reviews etc and will be a lot bigger. When you think you've spotted the lot note down the total, with the page numbers you found them on, in the special form below. We've done the first one for you which is on this page a few lines back!

REMEMBER you'll need to do the same thing in next month's issue and then send the two complete forms in to the address below.

SEND YOUR TWO COMPLETED FORMS TO:

'Gor lummy cripes. Good God. Gimmy an Afterburner machine Compo', SU Megacontrol, 14 Holkham Road, Orton, Peterborough PE2 OUF

AFTERBURNER COMPETITION FORM:

I think the total number of special AFTERBURNER logos hidden in the pages of the November issue is ....

LOCATIONS:

Page	Roughly where on the page
20	IN THE COMPETITION

My Name ....

My Address ....

REMEMBER YOU NEED TO DO THE SAME THING IN NEXT MONTH'S ISSUE AS WELL!

This competition is not available to employees of EMAP, Activision or people who are so rich thay already own an Afterburner machine. In particular Wayne Smedly of Southend may not enter because we just don't like you Wayne.



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TELL IT



My dear cuddly bundle of fluffy, silky-soft marshmallow fur with the size, shape and texture of Chris Biggins posterior for a face (are you sure? – Kami).

Thanks an absolute billion for **Daley Thompson's Olympic Challenge.** You warned of possible damage to people's joysticks. What you did not warn us of was the possibility of what happened to me.

While waggling furiously, something "went" in my right hand. It was my fourth finger. It hung limp and floppy as a disc ('scuse me while I honk up – JD). I yelled to my Mum – a bad mistake – she became hysterical (and not with laughter) and screamed for my Dad who, with all the poise and calm of something poised and calm, grabbed it and pushed it back in. And yes, it was exquisitely painful.

Does not such a vivid description of pain at least deserve a mention, a consolation and a reward?

Tom Soper
Oxford

● ***It most certainly does – what a gore filled tale. All of the SU staff have passed out on the carpet (that's 'co they're all mega wimpos). What a brave chap you were, you didn't even cry (or did you?)***

I'd just like to say that Tony Dillon must be as mad as a mad man for liking Iron (crud) Maiden and Def (I can't play for toffee) Leppard.

As for you, you mutated slug, when was the last time you cleared up your desk and paid the Inland Revenue bill, and you should stop smoking those bullets – they'll stunt your growth.

Why don't you save some of your wages and tidy up your place a bit, flowery wallpaper here, pink pastel curtains there and a nice bowl of roses. Dismissed.

Col. Jumpin' Jack Flash
Thatcham Base
Somewhere very hush hush in Newbury

● ***Kami thinks your ideas are extremely fair and you must be a bit of a woofta so he wants nothing more to do with you – go away forever!***

You fat lump of Blue Peter trash (wah? – GT).

I wanna lodge a complaint. Your mag dumped a compo in ish 78 (p.39). The questions were somefink about fat traffic wardens and Beatles' songs.

Anyhow (yeah get on with it – Kami) I answered the questions (they were pimpsqueak), bunged the slip in an envelope, but you remarkably clever idiots over at SU forgot to put an address to send it to, on the godforsaken page. Explain that, you lumpa turd.

If you don't publish this, I'm coming round to kick your ass and knock the stuffing out of you. Does December 26th suit you?

Chow for now
Alex 'Tomahawk' Potts

● ***If you're such a smart ass you would have remembered that you always send competitions to the same address, which is in the copy for every other compo that month. Sure you can attempt to sort me out on December 26th, 'cos that's Boxing Day and I'll be on my Chrimbo hols you sucker!***

WELCOME TO STEVE STEWARD CORNER

Steve has nothing better to do with his days than write letters to Kami, so I thought you'd like to see what he has to say . . .

G'day Kami. I was wondering if you were related to the Gummy bears. If so, go behead a carrot (beg ya pardon – GT). Anyway, enough of that drivel, I would just like to say that I can't stand people criticising you and the mag. I think you are both ace, so keep it up.

Steve (nutball) Steward

Well done SU. You have done a smashing job on the Megatapes – I have them all. Also I think the pokes on the tape are the best idea since sliced bread.

Now, down to business (wondered when you'd get down to that Stevie – GT). If anyone messes with Kamikaze I'll come round and bite their noses off and stick them on my bedroom wall.

Steve (bonecrusher) Steward

OK, who are Steve 'savage' Stewart and Stephen 'hungry' Proctor. I could mash you all and Kami will back me up. If he doesn't I'll take away his fruit pastilles. But Kami knows that I wouldn't tell anyone about his problem (Ooops sorry Kami).

Steve (masher) Steward

● ***Well readers, what an interesting guy Steve is (yawn, snore). Does anyone understand what he's blathering on about? I certainly don't. No more letters Steve, our floorboards are fair busting under the weight.***

Yo Kamikaze, I've bin readin' quite a lot about you, an' I've been wonderin' if you could spare a scrap or two, 'cos I've just about finished off everyone around 'ere an' life's gettin' a bit borin'.

Oh an' by the way, don't expect to be seein' much more of that Foxx geezer either, 'cos I sorted him out good an' proper (heh heh!). PS I'd like fights with unfair odds against me.

Bully Beagle
Barron-in-Furness
Cumbria

● ***Good for you, BB. Ah couldn't be bothered to finish off the Foxx, he's too much of a wimpo liberal fer me to bother with, but thanks fer doin' the job. Ah'll be around to utterly bash you up next Tuesday.***



Yo Kami.

Aaaargh, help me, I can't take anymore.

Oh thanks. Anyway PLEASE, PLEASE, PLEASE will you give us more warning when you are going to release another Megatape with such quality as **Deviants** and **Typhoon** as I might just . . . ooo . . .

Alex Taylor
Nottingham

● ***Sorry matey we'll try to warn you next time. Yes Deviants and Typhoon were pretty wonderful weren't they? I hope you've come round by now.***

I have a complaint about your Megatapes. Ooh no, they're all superb (we know – GT) but ALWAYS when I try to remove the sellotape it destroys the picture of Kami Bear on the side of the tape. That's it!

Paul Plonk
Luton

P.S. I think the Megatapes are FAB, but your mag is crap.

● ***Well, we were considering doing something about your complaint, but 'cos you insulted us at the end and 'cos you got such a stupid name – you blew it. Ha!***



Send your letters to 'Tell it to the Bear,' SU Mega-Control, 30-32 Farringdon Lane, London EC1R 3AU

When I see mags giving tapes with pokes on them and stuff, I wonder why you can't get them on +3 discs. And when there's no tape free, the mag costs £1 and when there is a tape on it it costs £1.50.

Please, please, please could you send be two blank discs with nothing on them so I can write on them. You won't let me down because you are the best (we know – we don't need you to tell us – GT) and I will pay £1.20.

Barrignton Simpson
Lewisham

● ***What do you think we are a bloody charity? (Actually we can't do discs yet, but we're looking into it – GT)***

Listen Kami, you may be the most unreasonable living thing ever born, but what you're doing to those other Speccy mags is as fair as Russia launching a nuclear strike on the Fiji Islands.

Bringing out Megatapes makes other magazines look like a mindless mound of alien dung. Not to mention the new review system (you just mentioned it stupid) which makes Crush's look like something you'd find in a cat tray (no, not a cat!!)

Be fair; give 'em a chance.

Will Labbett
Norfolk

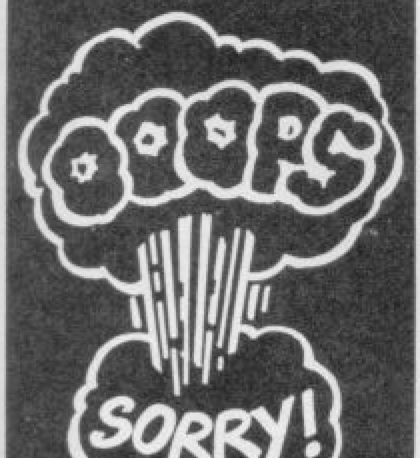
● ***No we won't give those scumbags any chances. If they can't be as brilliant as SU that's their problem, not ours!***

IT TO THE BEAR!



You got a comment? You got something to say? You got an opinion about what's good and bad. Wanna praise the mag? Wanna heap some indignation and kick a few butts? Don't keep it to yourself, just put your thoughts down on paper and TELL IT TO THE BEAR!

Kamikaze don't mess around. I'll print anything that got something to say with a name and address on it (No address no printy yellowbelly) you jus tell me all about it and send your message to 'Tell it to the Bear', SU Central, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU



You four eyed diphthong pussbag.

Your so called humungous mag done a goof up (no this can not be possible – GT).

In the **Octan** review Jim Douglas said, "and for £2.99 you can't go wrong can you?" On the Fax box it said the price was £1.99, so you can go wrong!

If Jim Douglas don't get his act together I'll stick a Colt 45 up his nose and fire it. After all that your mag is still the coolest.

David Corners
Basingstoke

● ***Jim means: "It wasn't my fault! The page was put together by someone else etc". But actually he's very sorry and is weeping openly over such an earth-shattering oversight.***

Dear silly billy, your dad and me are so pleased to hear you are writing another SU. We think you are ever so clever, but then you were always the brains of the family. I remember you coming top of the class when you were 14. Your dad and me were so proud, even if the other kids were only 8. Then came the great day when you went to Oxford University. What a pity it was shut.

You won't know the old house when you next visit us. We've moved. It's very nice here but the washing machine doesn't work properly, I put six shirts in, pulled the chain and I haven't seen them since. Dad has a wonderful new job, with 500 people under him. He cuts the grass in a cemetery. Your sister had a baby this morning, but I haven't found out whether it's a boy or a girl, so I don't know whether you're an aunt or an uncle. And, as you've guessed, I'm completely mad.

Timoth Piper
Walsall

● ***Great jokes, scurfball. Which book d'you steal 'em from?***

I know that this game is a little old, but because I haven't seen any tips for this game I thought I would write to you. These are my tips for **Dizzy** . . .

Stephen Tierney
Doncaster

● ***Sorry Steve, Had to edit that letter 'cos it was borin'. My tip for Dizzy is, keep outa ma way or you'll git ya nose shot off . . .***

On the next SU Megatape, please make sure **Operation Wolf** does not have any tape loading errors, because on **Brat Attack**, **Amaurote** and **Deviants** it has had errors. So please please please do not have any errors on a game as cool as **Operation Wolf**.

Christopher Hall
Kingsbridge
Devon

● ***OK, we'll make sure all the tapes are fine. All except yours, whingebag***

I just thought I'd let you and your many readers know that I have written a brilliant computer game called **Hen-National**. It's a humorous game and is very addictive, with brilliant graphics and expert sound. All that you have to do is send £1 and an SAE to . . .

Craig Northam
Birmningham

● ***Sorry Craigie, you're too late for the Crap Games contest. Better luck next year.***

Psssst, want some money? Us old incorruptibles at SU have got a crisp ten pound Um . . . cheque just waiting for you as reward for your contribution to:

PRAISE SU TO THE SKIES!!

All you have to do is write us the most over the top, excessive, fulsome, extravagant, extreme letter of praise we've ever seen. The most truly superlative each month will win ten pounds! Here's the sort of thing we mean:

Dear no-father figure SU

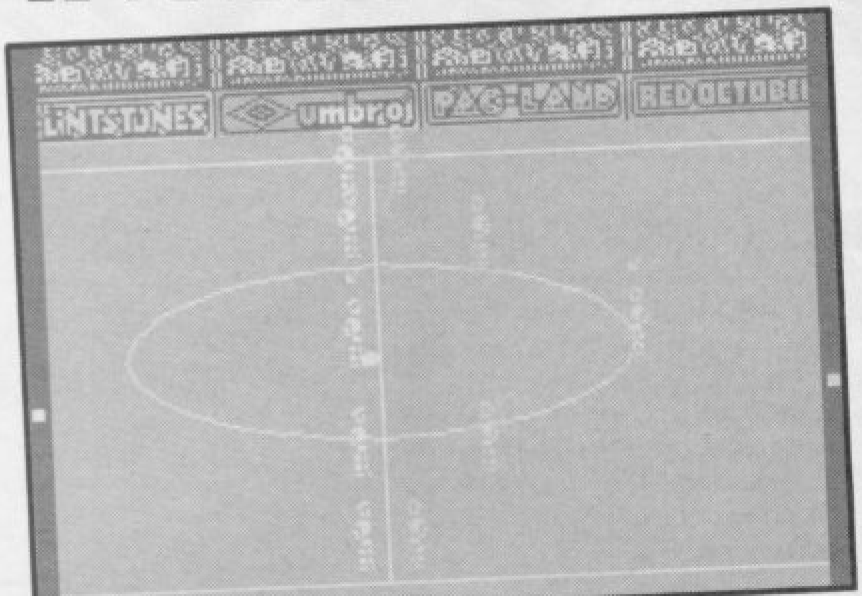
As a mortally humble being I worship your scriptures every month, devouring your every eloquent word. I could cry with insignificance as I gaze deliriously at your infinitely knowledgeable reviews.

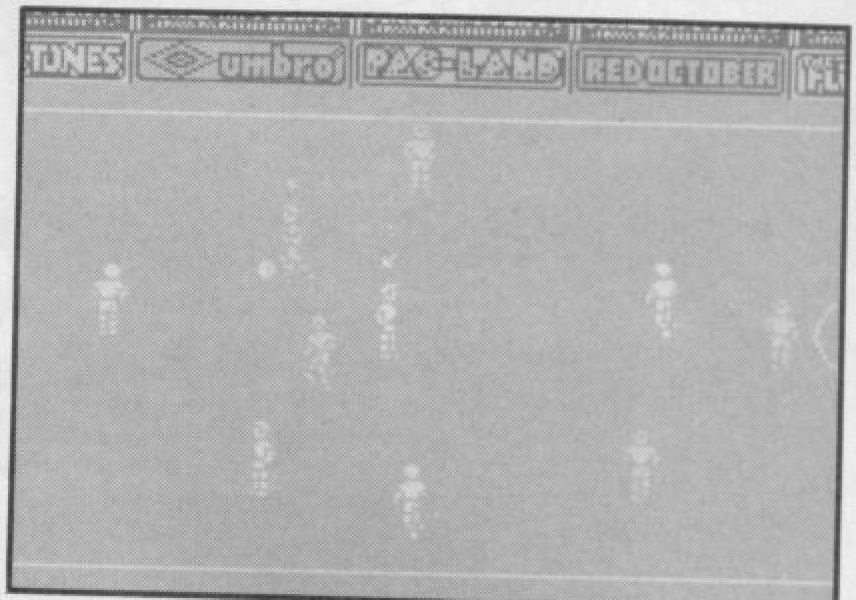
I am suicidal with my undeserved honour of entering your far superior competitions. And you, Lord Bear, are my sole reason for being. In my comparatively pathetic mind, I reassure myself I shall forever be in debt to you, for your holy magazine.

A loyal socklicking servant of your immortally high existence and apostle of your heavenly scriptures, hardly worthy of defacing this shrine of a column with my mere name,
Andy Pilkington

PS – Sorry to waste your invaluable and seemingly endless time.

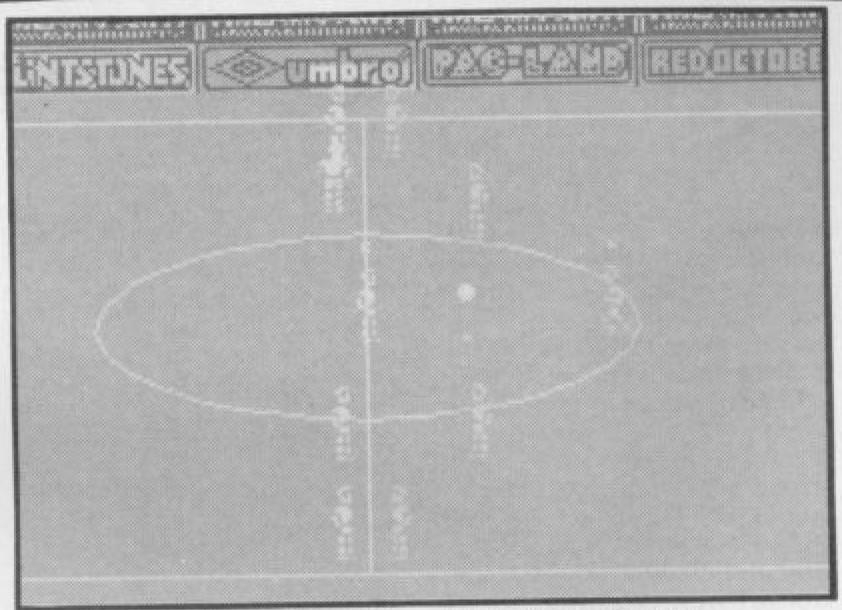
PETER BEARDSLEY'S INTERNTIONAL FOOTBALL





It's a funny old world. (I bet you thought I was going to say 'game' there). At first, action football games were wicked (**Match Day**) and managerial games were poo (**Football Manager**). Now, all of a sudden there are some wicked managerial games popping up (**TSM, FD2**). The action ones, with one or two notable exceptions, are getting crap and **PBIF** is no exception. It has to be, without a doubt, one of the worst arcade football games I have ever played.

You play in some international league thing either alone, or with a friend playing a different team, the ultimate aim being to become the Champion of Europe, or something like that.



Once you've chosen which team you want to be, and you've seen who else is in your group, you play the first of the 6 matches that will decide whether you get to go through to the next round.

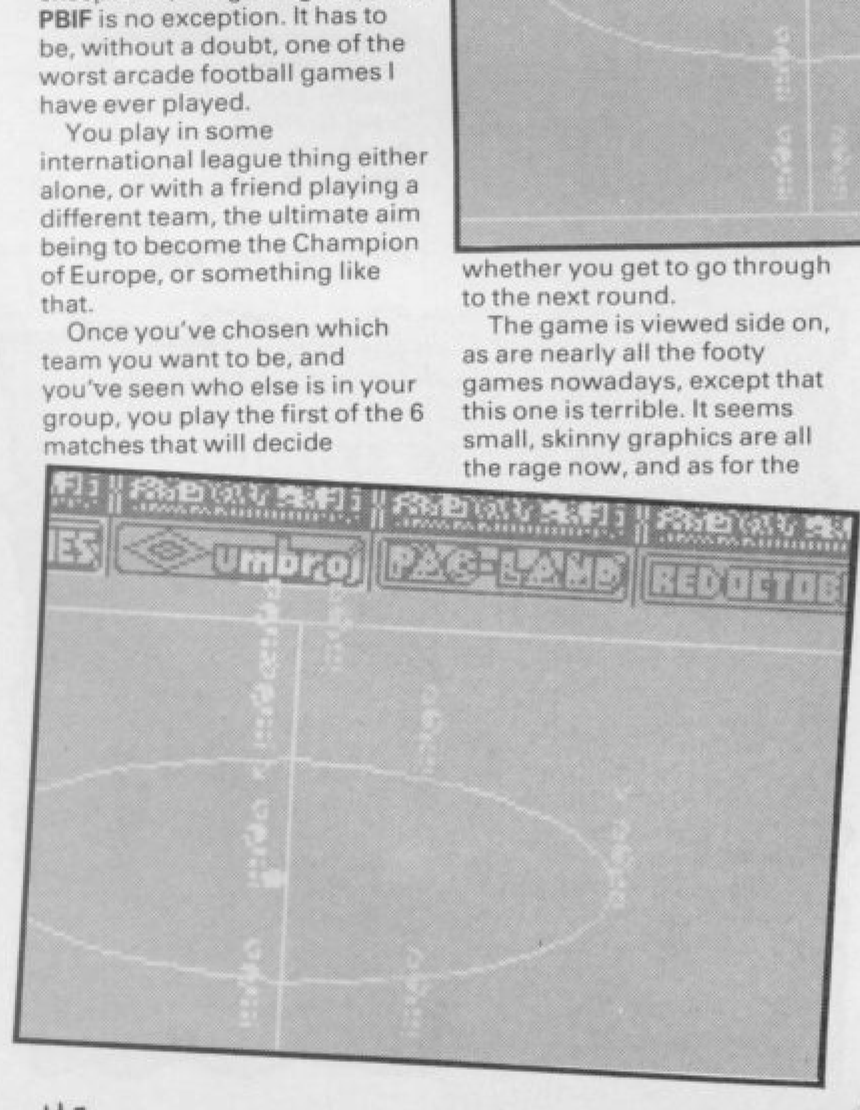
The game is viewed side on, as are nearly all the footy games nowadays, except that this one is terrible. It seems small, skinny graphics are all the rage now, and as for the colourful passionate supporters? I've seen El Presidente show more passion than that. (Nonsense, I am a ruthless sadistic editing machine. I have no emotiosn. Now give me my pen back before I tell my Mum. – GT).

The scrolling is slow and jerky, and the animation of the players is terrible. How many players have you seen run while scratching their instep with their heel?

As normal, you control one man on the pitch at a time, signified by being a different colour to the rest of the team. The player is usually the one nearest to the ball. Controlling the ball is no problem. Just stand still and wait for it to hit you, then run headlong at the goal. You won't be tackled and the goalie will just step aside for you. As you can guess, the game is appallingly easy, if not just plain appalling.

PBIF is just one big disappointment. There is just so much missing. The goalie can't dive. You can't do sliding tackles, or even headers. You can't barge other players. **YOU CAN'T DO ANYTHING!!!**

No thanks■



ARCADE REVIEW

FAX BOX

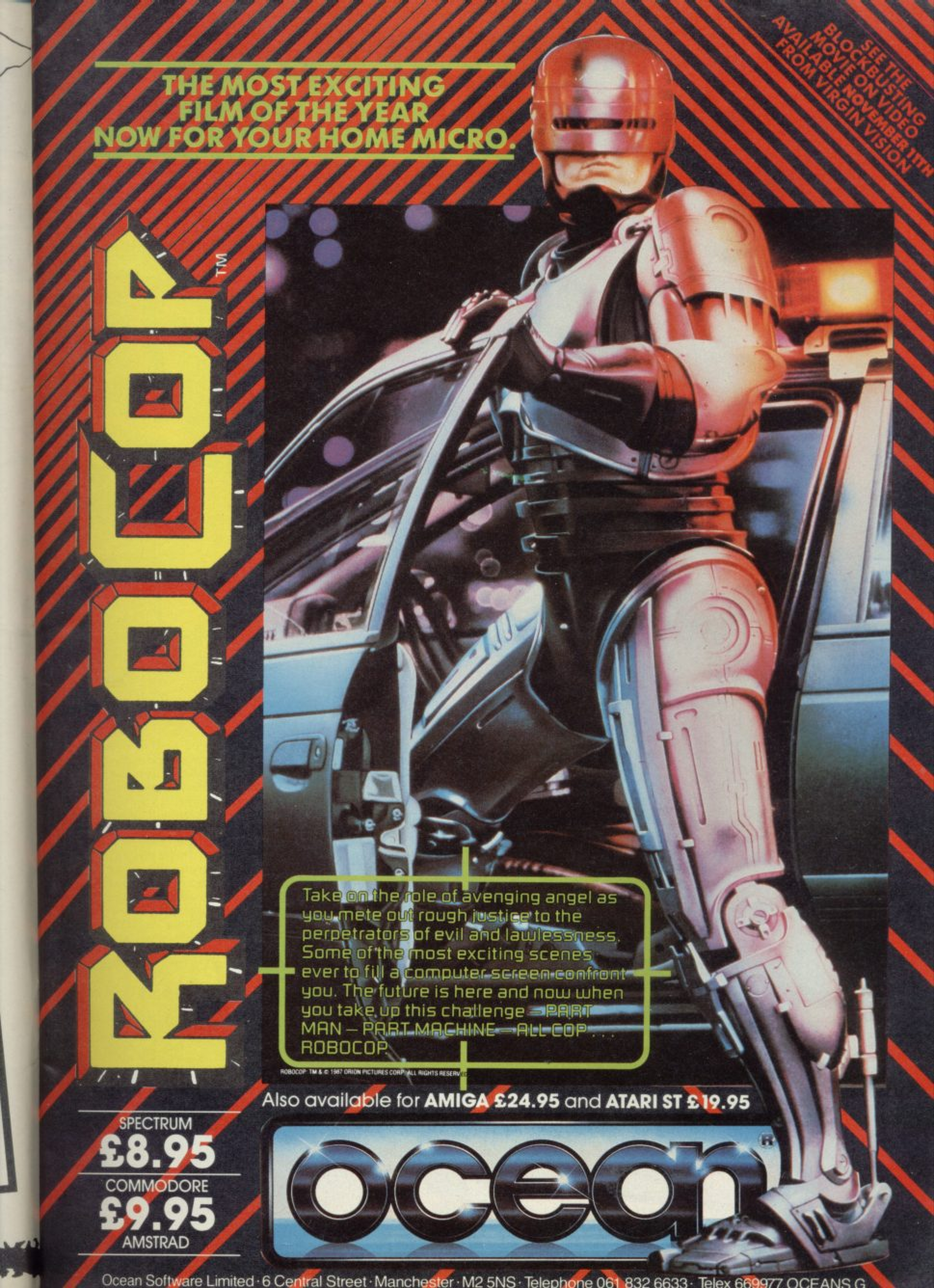
PETER BEARDSLEY'S INTERNATIONAL FOOTBALL Label: **Grandslam** Author: **In house** Price: **£7.95** Memory: **48K/128K** Joystick: **various**

GRAPHICS	SOUND
37	47
42	24
PLAYABILITY	LAST ABILITY

A croaking old duffer if ever I saw one. There has to be better than this

OVERALL **34**

10 20 30 40 50 60 70 80 90


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BARBARIAN II

Ba ba ba ba ba Barbariaaan! Yes, folks he's big, he's bad and he's back. Barbarian: all muscle and hair with gleaming teeth.

The Dungeons of Drax, in case you can't tell from the decidedly booby artwork that's been appearing recently, is the sequel to **Barbarian,** the game of Maria "Chocolate Mousse" Whittaker fame.

Palace have slightly changed the format for this outing. Instead of the straight-forward combat situation from the first game, there's definitely more of a mappy-explory feel to this one. The story goes as follows: Drax, having seen defeat in the first game has fled to his secret dungeons beneath the wastelands, surrounding himself with troops and monsters and keeping a very low profile. In true avenging crusader style you have to track him down and destroy him.

The game takes place on three levels. There's the open-air wasteland section, where you are confronted with "warm-up" creatures which aren't really to threatening and you get a chance to practise your swordsmanship (you get a sword if you play Princess Mariana and an axe if you are The Barb) without too much grief. Next up – once you've found your way around the maze-like area – it's the catacomb level with moderately offensive characters which, in turn, leads to the final dungeon level where Drax's top henchmen hang out.

Getting the hang of the controls is a bit of a pain. As with all of the games of this ilk there's a whole cartload of joystick moves that you need to memorise. Even when you've mastered them, you may well find them to be a little unsatisfactory.

For example, to turn around you pull the stick straight down, but the low chop (a very useful move) is executed by a down move with the fire button depressed. As a result, in the heat of the batle you stand a good chance of mooning at the enemy rather than launching a useful attack simply because of a momentary slip off the fire button. Unfortunately the, um, flamboyant nature of the about-face means that you're defenceless for at least a couple of seconds.



The bad guys are exceptionally annoying and I felt that their frustration factor wasn't equal to their "skill". They all seem to wait until you have initiated a move, and then dodge it and attack before you can strike again. Since you can't abort a strike, this gives them a slightly unfair advantage.

The graphics are large and pretty swift on the movement front. The colours are largely unsavoury – disgusto black-on-pink for level 1 – and it's advisable to ditch them unless you've got a decent monitor.

Along the way there are various objects which will boost your energy, open secret doors etc.

You do get the impression of exploration. Making a map is pretty much essential since you may be pushed onto another screen during combat and need to find a swift route to your destination, rather than faffing around retracing your steps.

Barb II is certainly playable, though I'm not dure how much the exploration element adds to its appeal. This is the sort of game you play to vent some commuter aggression, not when you want to enter into any thought process. If you've got the first volume, you should think carefully before buying this episode■

FAX BOX

ARCADE REVIEW

BARBARIAN II *Label:* **Palace** *Author:* **Icon Design** *Price:* **£7.95** *Memory:* **48K/128K**
Joystick: **various**

Enjoyable slash-fest. Limited exploratory value

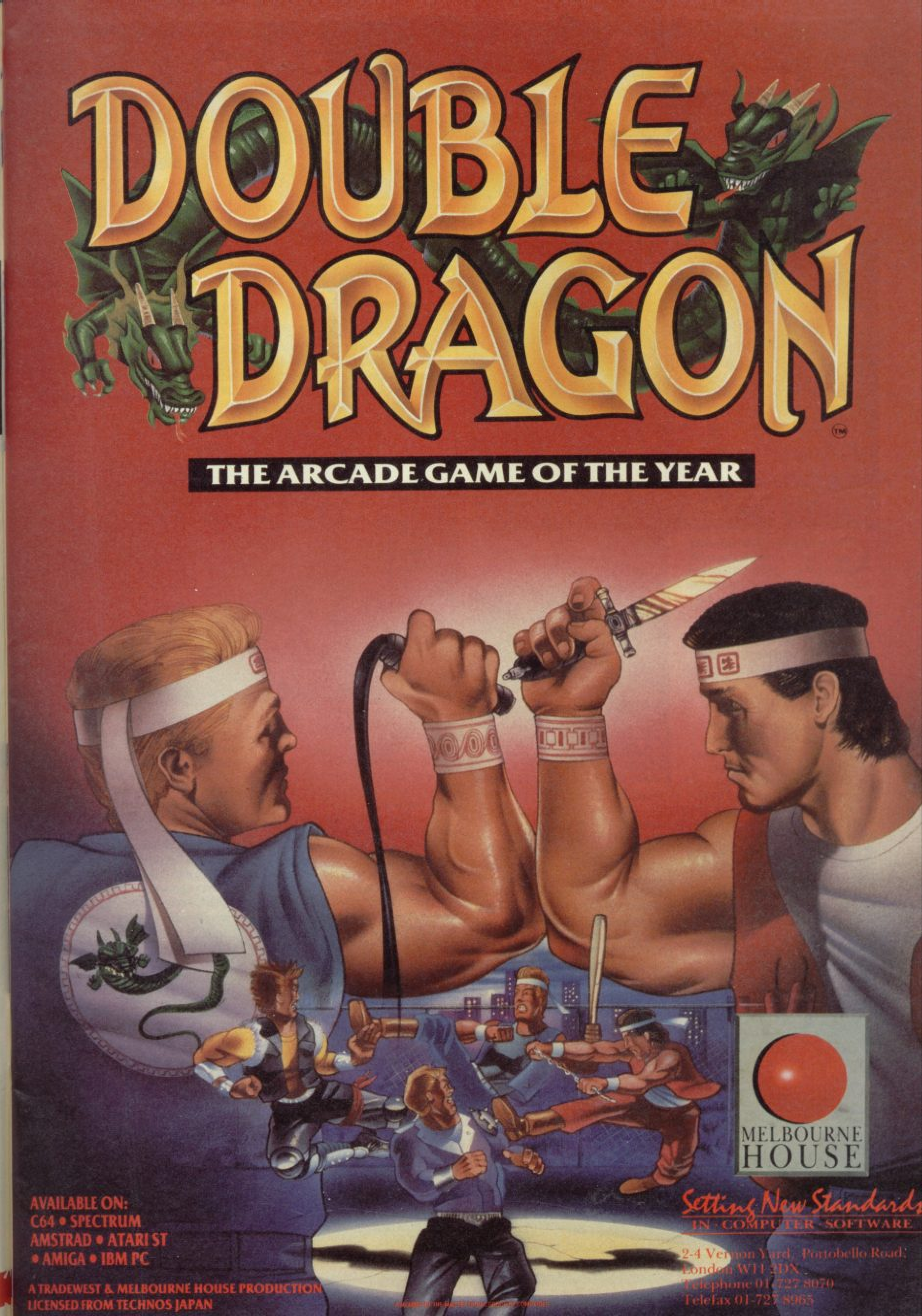
Reviewer: Jim Douglas

GRAPHICS	SOUND
70	50
78	70
PLAYABILITY	LAST ABILITY

OVERALL **69**

10 20 30 40 50 60 70 80 90




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GUERILLA WARS

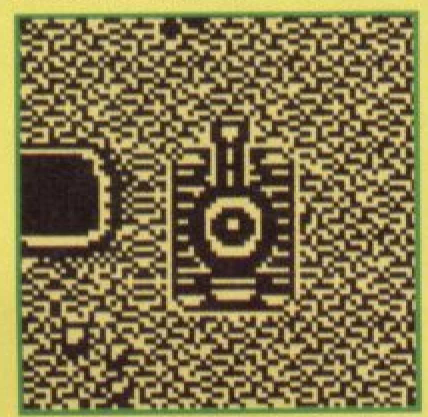


Guerilla War is a Yee Haa blam blam blam sort of game. Loads of blasting, loads of bullets hurtling all over the place, bazookas to pick up, tanks to do damage with, no social messagfe whatsoever basically. This is probably good but I'm not sure that **Guerilla War** actually gives you anything that, say, **Commando** doesn't. It certainly isn't rubbish but original noooooooooo.

The plot – vertically scroll your way up a tropical island, avoid booby traps and zillions of enemy troops and get your two brave marines to blast your way to victory. There are five levels, and the specific objective is to destroy the stronghold at the end of the final level. Each level features a different enemy pattern and a different end of level obstacle.

It isn't just blasting (quite), there is a certain element of strategy that arises from the fact that, to begin with your grenade count is severely limited so you'd better be careful where you use them.

Totalling some enemy soldiers will reveal a bonus



weapon, bazooka or flamethrower. If you actually succeed in rescuing a hostage then aside from a general feeling of well being and achievement you'll get all your bullets and firepowere restored to maximum. Conversely killing a hostage is bad, and you'll get penalised 500 points which in my case means minus figures.

Now none of this sounds particularly original – this is because it isn't but an overly familiar gameplay can sometimes be redeemed by totally wicked programming and graphics. Oh dear . . .

Guerilla War is programmed by Sentient Software for whom I've had a lot of respect in the past but this is pretty dire. The scrolling gives new meaning to the word 'jerkyness' and the

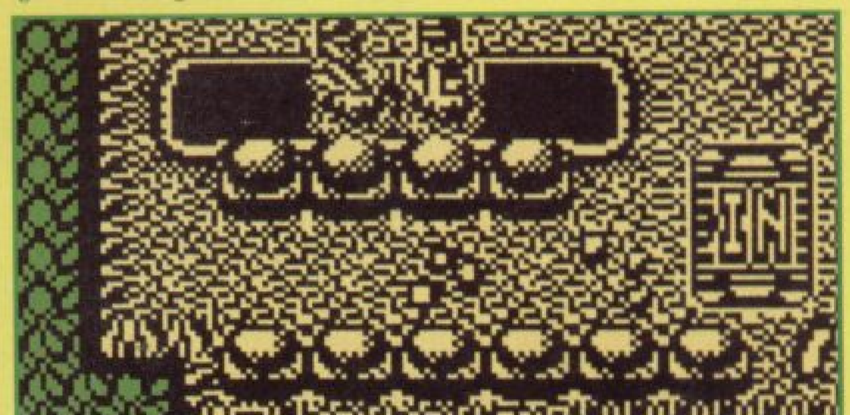


graphics are so badly animated, and so clumsily drawn that it is almost impossible to see what it going on to begin with – it was only on about the fifth play I even realised that I had picked up a bazooka.

The problems of attributes also create anothe big minus. Half the time you die for the simple reason that you can't see the enemy who have merged into the background – the generous might call this camouflage – me I'd call it colour clash.

There is inevitably, a tank you can get into which trundles you through large areas of jungle in a hurry but, again, it looks pretty lame. The two player version is better but that's only because two player versions of this sort of game are always better – all that buddy buddy stuff. I ended up shooting quite a few hostages merely because I couldn'r tell which was which, actually some of the time it was difficult to tell which was hostage and which was landscape feature . . .

Sound is entirely average, graphics are poor, gameplay is utterly the same as at least four or five other games and the best that you can say is that it is sort of like the Coin Op but so what. There are better games which are very similar to this already out there, some of them are on budget. This should be too■



ARCADE REVIEW

FAX BOX

GUERILLA WAR *Label:* ***Imagine*** *Author:* ***Sentient*** *Price:* ***£8.95*** *Memory:* ***48K/128K***
Joystick: ***various***

Dull vertical combat affair. Poor.

Reviewer: Graham Taylor

GRAPHICS	SOUND
34	65
34	23
PLAYABILITY	LAST ABILITY

OVERALL 40

10 20 30 40 50 60 70 80 90

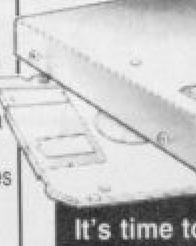
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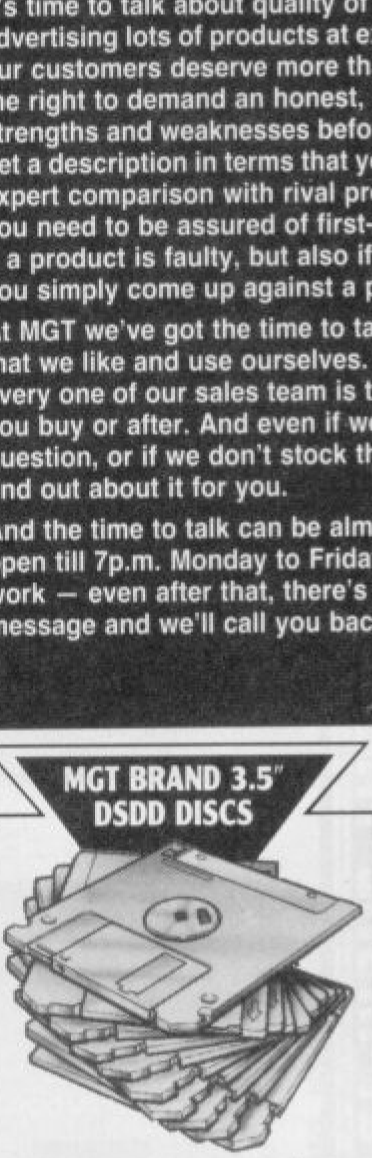
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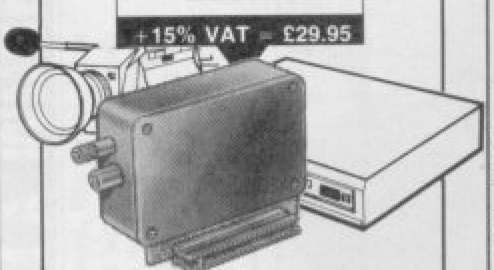
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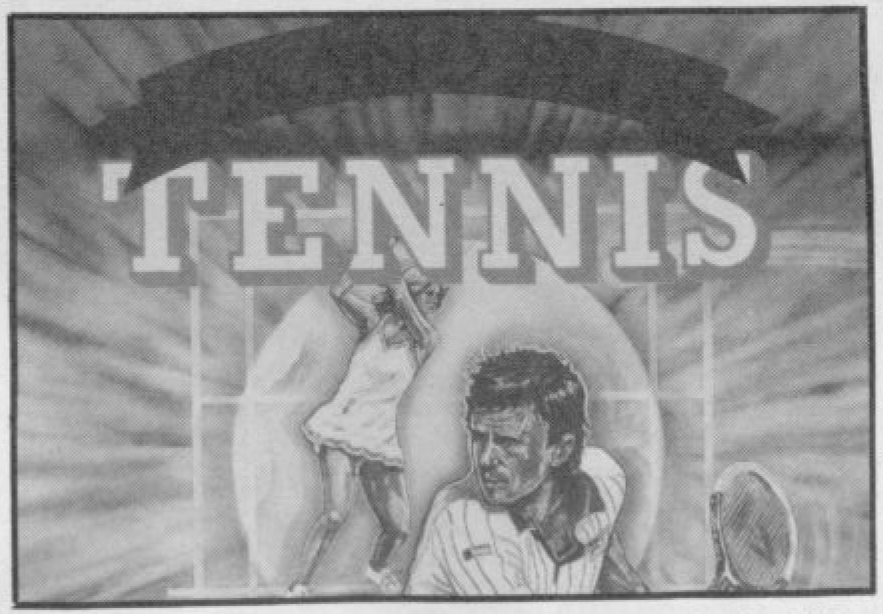
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VIRGA-TRONIC IN PC200 GAMES DELUGE SHOCK! – But where is the



Among the games shortly to appear is **Feud,** the corking fantasy wizardy quest, **Rogue** an icon-driven window-controlled fantasy quest and **World Darts,** an "arrow" slinging quest.

Also under way is **War in Middle Earth** (previewed on the Spec in Pre-

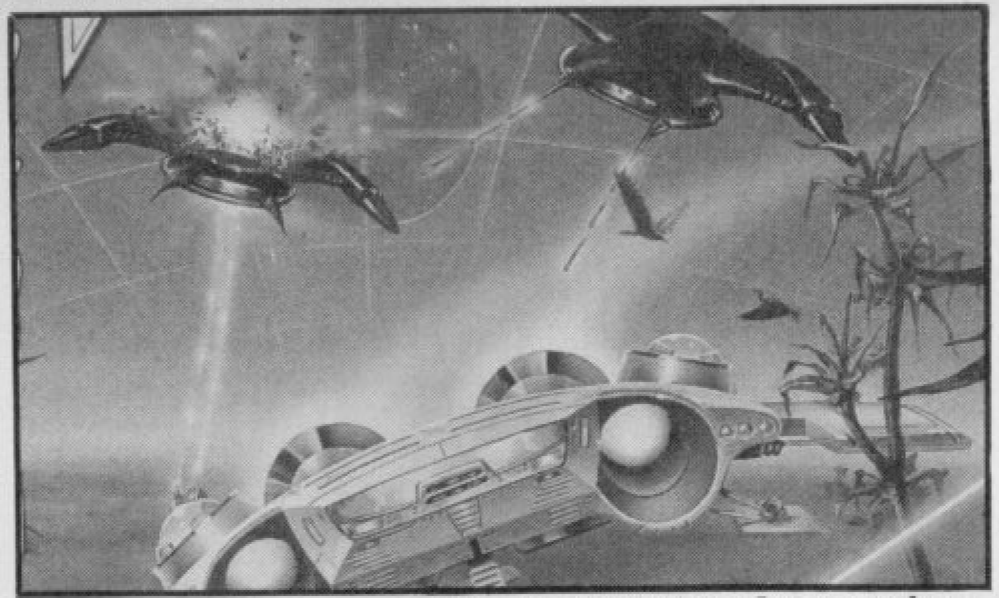
people could be forgiven for thinking that it wasn't available at all. Wrong. Dixons, the usual outlet for bundles of quality Amstrad gear isn't yet stocking the PC200 perhaps they feared that its £299 price point would hamper sales of more expensive, genuine IBMs.

The Kamikaze Bear Headlines

Sometimes ah don't unnerstand you hoomans. Ya git all het up over a buncha whales stuck in the ice, an' spend millions of dollars getting' them out. Then ya go an' hunt down their brothers an' sisters an' shoot 'em fulla harpoons. If you want the whales taken out, I'll do the job for ma usual fee, but what's the idea of makin' life more difficult by lettin' them get away? Just think how many eskimos we could feed.

I guess ya all know what ah want fer Chrismus. Yup, one o'

where is the machine?



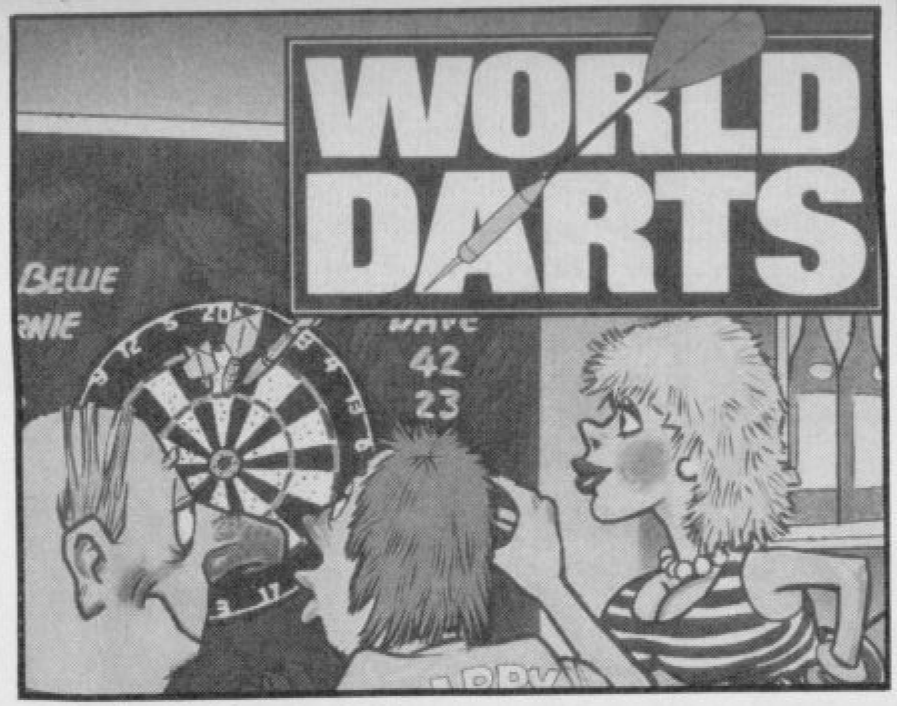
By our Conversions Correspondent

Mastertronic have just announced their first batch of software for the PC2000, long before anyone else has even considered getting any together. Of course, there is already a fair bit of PC software around, but most of it is atrociously dull accounts packages and the like.

Among the games shortly to appear is **Feud,** the corking fantasy wizardy quest, **Rogue** an icon-driven window- **Earth** (previewed on the Spec in Previews) which is the third in the series of Tolkien games.

It's a little bit confusing, then, to discover that it's pretty damned tricky to get hold of the 200 itself. Many more expensive, genuine IBMs.

As a result, Amstrad have bestowed the honour of the initially exclusive PC200 sales upon the Comet chain, so if you want one, you know where to go. The Forthcoming Mastertronic titles:



The Forthcoming Mastertronic titles:

Feud	£9.99	Pro Golf	£9.99
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Rogue	£9.99	Storm	£9.99
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want fer Chrismus. Yup, one o' them fancy noo Sinclair PC Two Millions. Then if ah get riled, ah can jump up an' down on a computer without damagin' anythin' valuable (huh huh huh!) But seriously, if ya wanna send the ol' Bear a pressie, ah'll accept any amount of Skittles, Rowntrees Fruit Pastilles, ammunition, Megadeath CDs or model tanks. Donations to charity not accepted.

*I guess you-all will be wantin' to know about the noo face on the team. No, Jim hasn't had a head transplant; we've done a deal an' traded in Tamara (1967, chipped paintwork, big end gone) for Alison, a brand spankin' noo production editor with sunroof, metallic paint an' foglamps. Alison likes dancin' all night, drivin' around like a loon an' doin' cartwheels (not all at the same time). When she's settled in we'll let her do a few reviews. Until then, I gotta be on ma best behaviour in case all the swearin', shoutin' an' blasphemin' offends her delicate earholes. I dunno what we're goin' to do about **HER** swearin', shoutin' an' blasphemin'. Guess we'll just hafta live with it, huh.*

PLUCKY PUGILIST IN PR PALAVER

By our Ringside Correspondent

Now that the Alligata label has been acquired by Superior Software, a new age of dynamic marketing is beginning for the long-established company. In the case of the novel boxing simulation By Fair Means or Foul **reviewed elsewhere in this issue – they've dug up has-been boxer Barry McGuigan.**

Here's Barry with **BFMOF** programmer Michael Simpson. Suggested captions include; "Call me a leprechaun again and you'll get a punch in the head"; "No Barry, look at the little men on the television"; and "Turn it over to Playschool now or oi'll smash yer teeth in."

Any other suggestions, send them to Barry, not to us.



MEGATAPE IN "NOT-WORKING" SHOCK

By our Correspondent

Rumour – and a barrage of telephone calls to EMAP Towers – indicates that a small number of our Megatape 9s, featuring the marvellous Operation Wolf **demo, were badly duplicated. As always, with the thousands we produce each month, it's inevitable that there are a few duff ones. Our apologies to anyone with problems.**

If your **Operation Wolf** demo doesn't (demo, that is), try this procedure;

1) Make sure that the Spectrum is in 48K mode
2) Unplug any joystick or other interfaces you may have connected to the Spectrum
3) Try cleaning the heads on your tape recorder, or loading with a different volume.

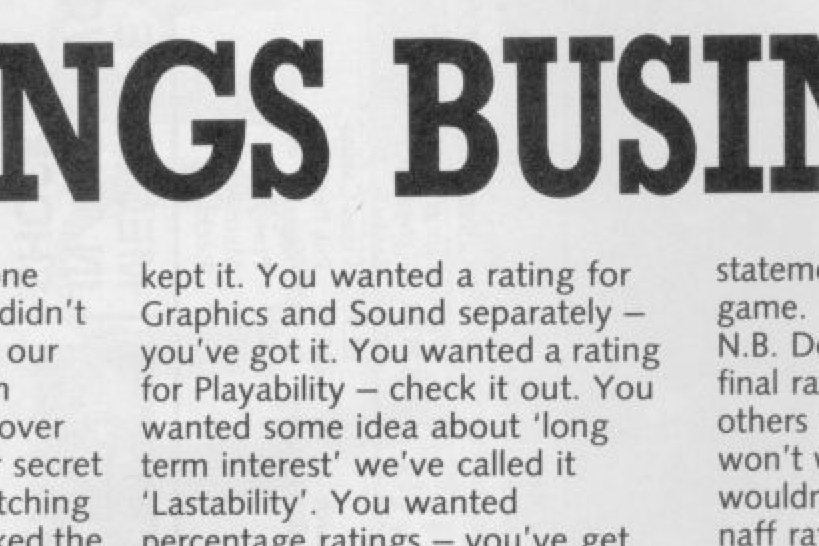
If none of this works, we'll be happy to replace your tape. Send it to us in a strong envelope marked "GRRR! My MEGATAPE 9 doesn't work!", Sinclair User, Priory Court, 30-32 Farringdon Lane, London EC1R 5AU. Don't forget to include your name and address. We have plenty of perfectly happy Megatape 9s here, and we'll send one to you before you can say Bernard Manning.

OOOER! WHAT'S THIS NEW RATINGS BUSINESS?

OK we give in. The one thing you said you didn't like about SU was our rating system. "Not enough information," you said. So over the past few months in our secret laboratories we've been hatching a totally new system! You liked the Fax Box – we've kept it. You liked the summary comment – we've kept it. You wanted a rating for Graphics and Sound separately – you've got it. You wanted a rating for Playability – check it out. You wanted some idea about 'long term interest' we've called it 'Lastability'. You wanted percentage ratings – you've get 'em and a short overall summary which is the definitive final statement of our opinion of the game.

N.B. Don't try and work out the final rating from adding up the others and dividing by four – it won't work like that – after all we wouldn't want a game to get a naff rating just because, say, the sound was poor, if sound wasn't really an important feature■

What sort of game is this?

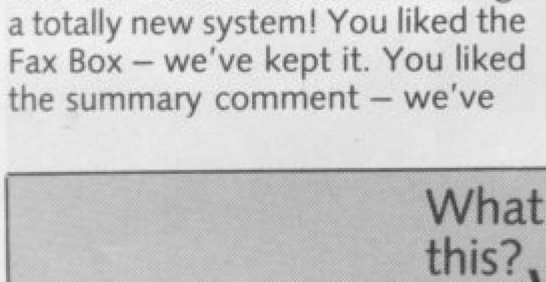


GRAPHICS
How completely fab, smooth and detailed and animated the game looks (or otherwise)

PLAYABILITY
OK maybe it looks fab but is it actually fun to play? Just one more go, or just one more yawn?

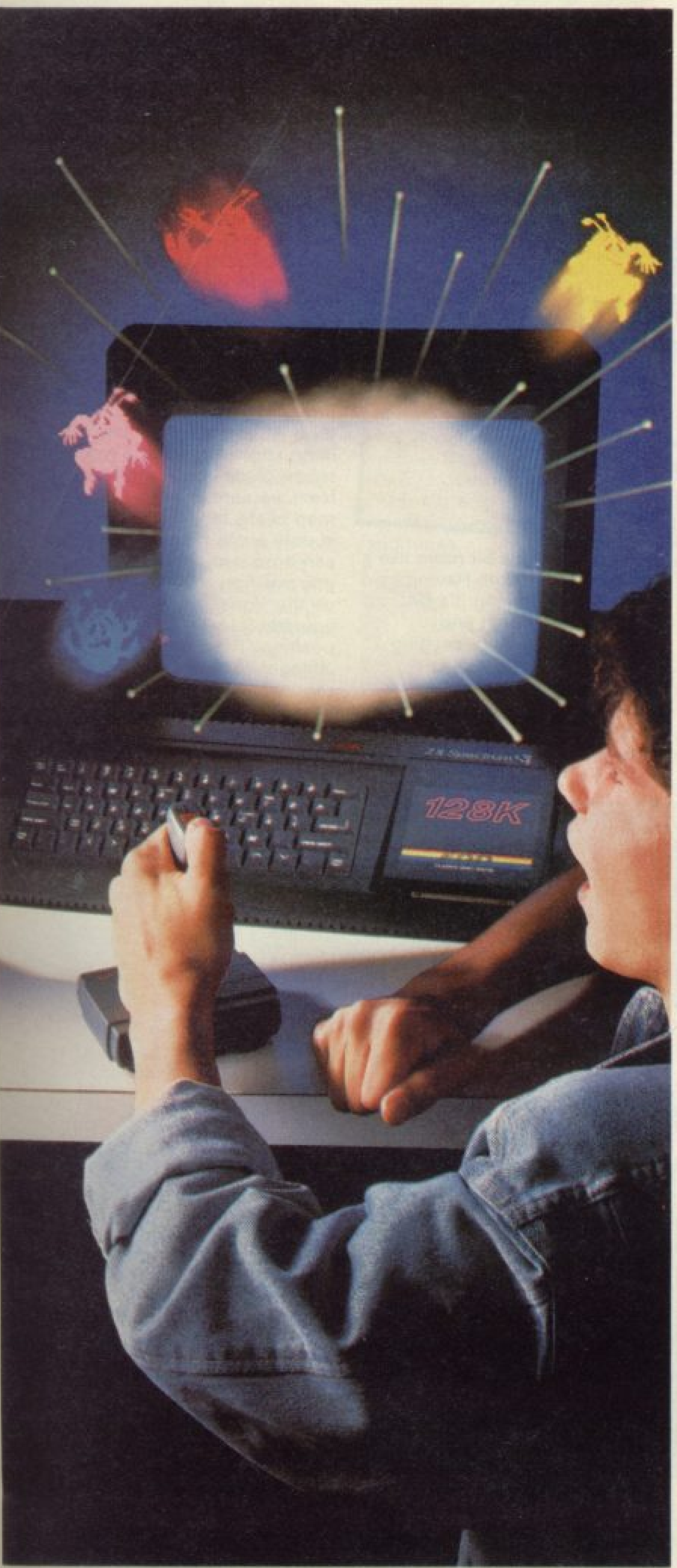
SOUND
Funky little 4–channel get on down mayhem, or horrible little bleeps and buzzes?

LASTABILITY
Are you still going to be playing this game in a day's time? A week? A month?



POWER BAR
Registers the final rating which takes all the above into account and is roughly the equivalent of the old star rating but more accurate since it expresses things as a percentage out of a total of 100

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A-I-R-B-O-R-N-E



Tora Tora Tora! Scream and die, right-wing imperialists running dog lackeys of the bourgeoise capitalists! Wait a minute, that was the start of my review of **Fernandez Must Die** making an unscheduled reappearance. Well, if software companies can churn out the same ideas over and over again, why can't reviewers?

Airborne Ranger is not exactly what you'd expect from Microprose, who is famous for

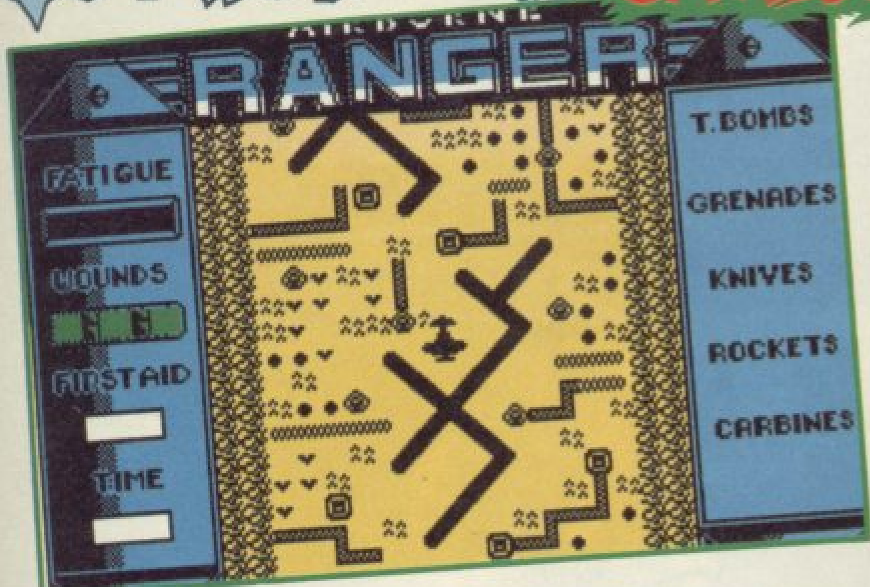


extremely detailed and authentic simulations of helicopters, and games with vast manuals **Airborne Ranger**, though, is little more than a complex version of **Commando**, with a series of different missions and types of weapon to make it play a bit more like a serious simulation. Having said that, I'm not saying it's BAD as such. All the detail and background is quite exciting.

There are 12 missions to complete, ranging from sabotaging enemy bases, to blowing up planes, to kidnapping enemy officers. There are different types of terrain – temperate, tropical, arctic and so forth – and many different types of ground features including pillboxes, trenches, barbed wire, landing fields, communication bases and the like.

Your first task is to select your control method, then load up one of the 12 missions from tape. After studying the mission instructions, which you must follow closely to complete the level, you are shown a scrolling map of the landscape as your supply plane flies down it. You can drop two supply pods at any position on the map, then, on the signal, parachute yourself into a safe landing position. The screen then changes to the main combat routine.

Your little hero makes his way around the screen, which



scrolls in all eight directions. To the left is shown your fatigue rating, number of wounds and amount of first aid in your pack, along with the time remaining for the mission. In the right is your weapons supply, and currently selected weapon. Using the number keys (and keyboard overlay supplied) you can select weapons including time bombs with three different lengths of fuses, grenades, knives, rockets, or your trusty carbine. Your aim is shown by a small cursor in front of you, but in the absence of decent sound effects or clear explosion graphics, it's difficult to tell what you shot, and what is still a threat. Dangers include enemy troops who trot towards you firing wildly, machne guns mounted in pillboxes, and landmines.

By picking up your supply pods you can restore your first aid status and ammo supplies. You can also choose to crawl along (slow but safe), walk (more risky, but restores your energy) or run (fast, but saps energy). Graphically fair, reasonably complex but rather difficult to control, **Airborne Ranger** falls a bit uneasily between simulation and arcade game. See before you buy■

ARCADE REVIEW

FAX BOX

AIRBORNE RANGER *Label:* ***Microprose*** *Author:* ***Canvas*** *Price:* ***£12.95*** *Memory:* ***48K/128K*** *Joystick:* ***various***

GRAPHICS	SOUND
67	42
56	73
PLAYABILITY	LAST ABILITY

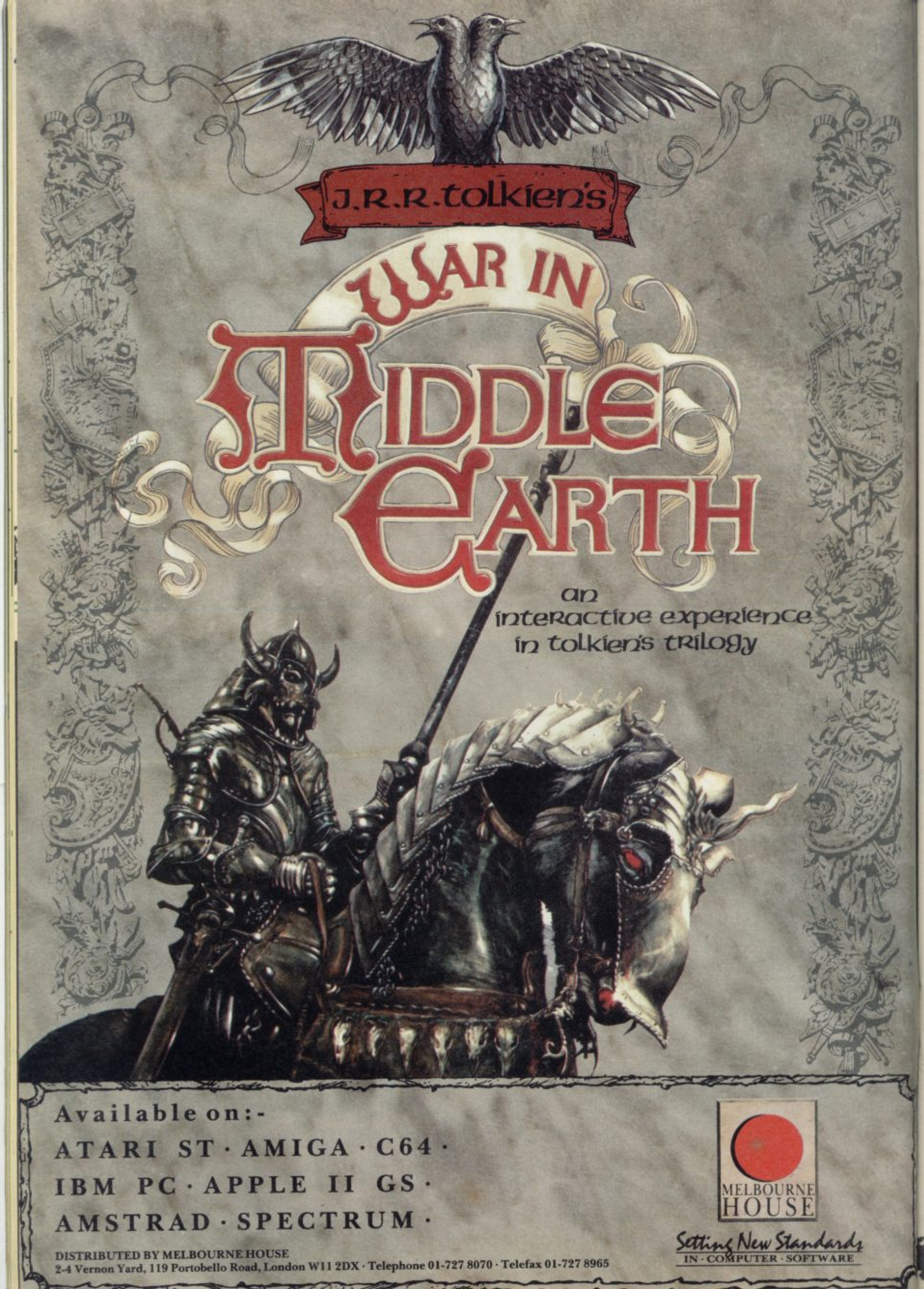
Interesting but not staggering military simulator.

Reviewer: Chris Jenkins

OVERALL 72

R-A-N-G-E-R




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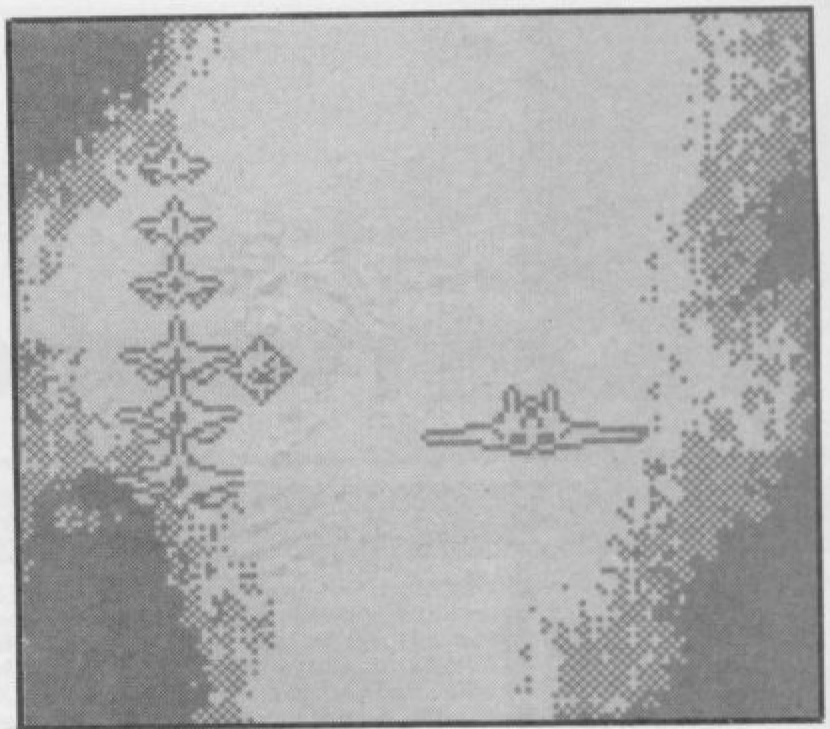
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Four foot tall and smelling of a sewage pipe, Rex is not exactly the sort of person you take home to meet your parents. He's smelly and uncultured and will kill you without batting an eyelid (sounds like Jenkins – GT). If, however, you want to clean up the galaxy, he's your boy. Ruthless, loyal to cash alone and bred for fighting. What a boy.

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It's reviewed this month (page 58 to be precise) but just so you get an idea what it's all about, I'll outline the plot. Humans have been a right dodgy lot by the alien races and Rex has been hired to wipe out the last human strong hold, the tower of Zenith. He wanders around hundreds of caverns in



search of more and more powerful weapons. On the way, he has to blast away armies of human stormtroopers in an astoundingly graphic fashion.

The graphics are probably the most detailed and ultra-violent to appear on the Spectrum for ages. It's brilliant, and we think you should be shot in the head if you don't order one.

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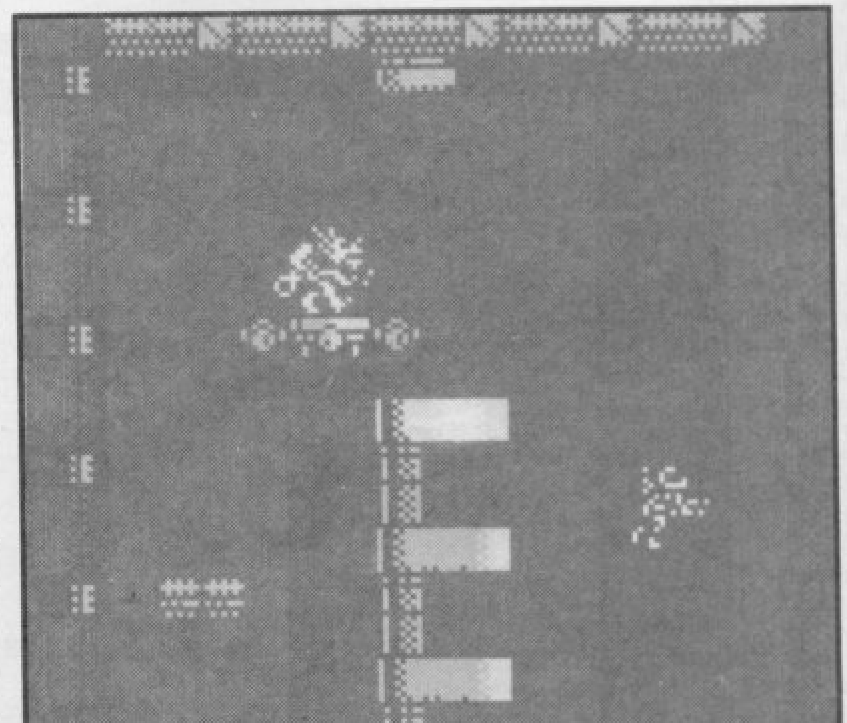
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TYPHOON

Are you the kind of psycho who likes whooshing around like an utter maniac in aeroplanes and helicopters, bombing everything in sight, mashing up the baddies and generally reeking mega havoc . . . ? You are – then you'll just pass out on the carpet with excitement if you manage to get your sweaty mitts on the rather wonderful Typhoon.

We at SU being an incredibly lovely, lovely bunch of immortals are willing to help you in your quest to get hold of this Konami combat arcade game by offering a whole £1.50 (waoooo – all the SU staff) off with one of our really groovy (man) Smash Coupons.

A review of Typhoon by yummy squidgy Tony Dillon appears in this ish and pretty damn def (that means good to you lot) he thinks it is too. It would usually cost a massive £7.95 and we're being



generous enough to let you have it for only £6.45. Now all we want to know is what are you sitting reading this for when you should be ruddy well sending off your coupon – stop faffing about and get on with it – NOW.


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FULL PRICE 20

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Pos	Last	Title	Publisher	Price	Rating
1	(13)	**DALEY THOMPSON'S OLYMPIC CHALLENGE** Graphically impressive but slightly samey sports sim	OCEAN	£9.95	85%
2	(1)	**FOOTBALL MANAGER 2** An improvement on the legendary game, plays brilliantly	ADDICTIVE	£9.99	94%
3	(5)	**TRACK SUIT MANAGER** (CLASSIC) The managerial game your Speccy has been waiting for	GOLIATH	£9.95	63%
4	(2)	**ROAD BLASTERS** Nice-looking coin-op conversion with both racing and shooting	US GOLD	£8.99	81%
5	NEW!	**PETER BEARDSLEY'S FOOTBALL** This is so new we haven't reviewed it yet	GRAND SLAM	£8.95	??%
6	(6)	**OUTRUN** As close to the original as anyone could expect	SEGA US GOLD	£8.99	80%
7	(3)	**TARGET RENEGADE** Fast, exciting and terribly wince making. Top notch	IMAGINE	£7.95	92%
8	NEW!	**OVERLANDER** Exciting and enjoyable racey-shooty epic not unlike a certain coin-op	ELITE	£7.99	81%
9	(7)	**WE ARE THE CHAMPIONS** Excellent selection of surprisingly recent hits	OCEAN	£9.99	90%
10	(10)	**STREET FIGHTER** Thoroughly impressive combat game, knocks Renegade for six	CAPCOM-GO!	£8.99	100%
11	(16)	**BARD'S TALE** Complex but repetitive adventure	ELECTRONIC ARTS	£8.95	89%
12	(RE)	**NIGHT RAIDER** Great WW2 action sim. A lot of fun, and will appeal to a wide audience	GREMLIN GRAPHICS	£9.99	73%
13	(17)	**BUGGY BOY** Graphically excellent, but lacks excitement sometimes	ELITE	£7.95	80%
14	NEW	**GOLD SILVER AND BRONZE** Fab sports sim compilation. Many faves. Pricey.	US GOLD	£14.99	70%
15	(9)	**BIONIC COMMANDO** Acceptable, though unexciting conversion	CAPCOM-GO!	£8.99	70%
16	(8)	**EMPIRE STRIKES BACK** Reasonable conversion of the ageing coin-op	DOMARK	£9.95	79%
17	NEW!	**19 PART I** Fine Vietnam-based Combat School-alike	CASCADE	£9.99	80%
18	(4)	**WHERE TIME STOOD STILL** (CLASSIC) Spectacular and enjoyable 3-D arcade adventure	OCEAN	£7.95	96%
19	NEW!	**VINDICATOR** Disappointing sequel to one of the best games of last year	OCEAN	£7.95	62%
20	(15)	**NIGEL MANSELL'S GRAND PRIX** Graphically superb but not especially exciting	MARTECH	£9.99	70%



1	DALEY'S OLYMPIC OCEAN
2	FOOTBALL MANAGER II
3	TRACK SUIT MANAGER
4	PETER BEARDSLEY'S FOOTB
5	GOLD SILVER AND BRONZE

1	ROAD BLASTERS
2	OUT RUN
3	TARGET RENEGADE
4	OVERLANDER
5	WE ARE THE CHAMPIONS

CHART COMMENT – FULL PRICE

A few mild shocks this month. Daley Thompson is a bit of a surprise for the top slot given the lad's poor showing in the Olympics. Bard's Tale is doing about twenty times better than any adventury thing in recent history. Road Blasters drops a couple and Overlander hurtles in at No 8. About this only the brave will comment . . . Good to see a high showing for Grand Slam's Peter Beardsley's Football but could we have a copy please?



CHART COMMENT – BUDGET

Woooomph! Bomb Jack at No 1 reveals itself as the perfect budget game we always thought it was, Gauntlet is an absolute bargain on budget – you think so too since it's No 3. Only On the Bench from Cult at No 2 proves you don't always listen to what we tell you . . .

SU CHARTS

CHALLENGE	SIMULATION
ADDICTIVE	
GOLIATH	
GRAND SLAM	
US GOLD	
US GOLD	ARCADE
SEGA US GOLD	
IMAGINE	
ELITE	
OCEAN	

BUDGET 10

1	NEW!	**BOMB JACK** Action packed coin-op conv – good value	ENCORE £1.99 70%
2	NEW!	**ON THE BENCH** Sub-standard football sim – leave well alone	CULT £1.99 23%
3	NEW!	**GAUNTLET** Fantastic coin-op – fantastic conversion!	KIXX £2.99 85%
4	(6)	**ACE** High quality combat flight simulation	CASCADE £2.99 78%
5	(5)	**BATTLESHIPS** Good fun, but more fun with pencil and paper	ENCORE £1.99 69%
6	(9)	**YOGI BEAR** Cutesey-wootsey Piranha re-release	ALTERNATIVE £1.99 70%
7	NEW!	**SKOOLDAZE** Zany classroom fun - worth a look	ALTERNATIVE £1.99 64%
8	(7)	**FRANK BRUNO'S BOXING** One of the best beat-'em-ups of all time	ENCORE £1.99 82%
9	(1)	**EUROPEAN FIVE A SIDE** Good, but not as good as it could have been	FIREBIRD £1.99 70%
10	(2)	**AIRWOLF** Re-release of a fiendishly difficult arcade adventure	ENCORE £1.99 79%

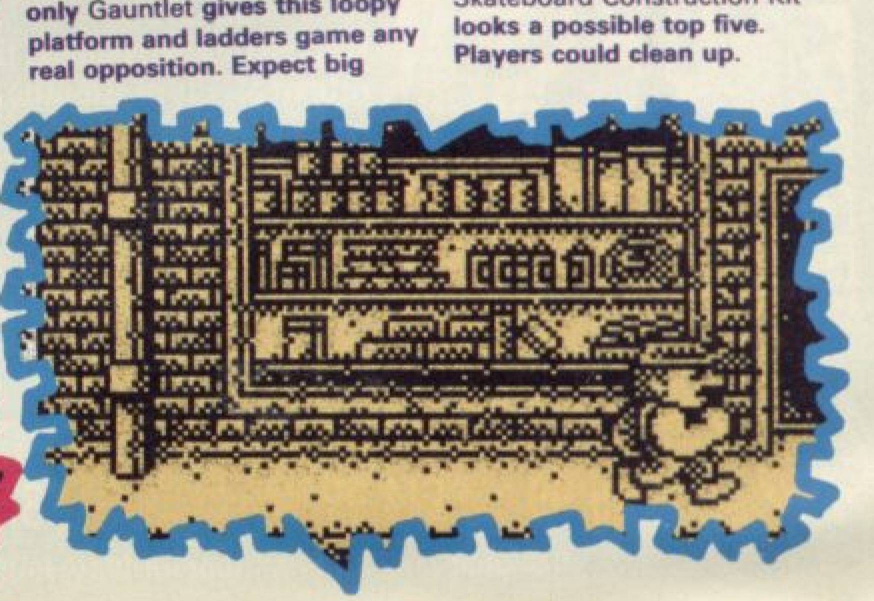
HOT FULL PRICE

Difficult to predict on Full Price this month – the Christmas megagames are getting closer and closer and could put some of the 'bubbling unders' out of the running if they arrive and swamp the charts. Still, expect Vindicator which is creeping in at 19 to do better and expect 19 which is at 17 (confusing isn't it) to go top ten. Finally.



HOT BUDGET

Skooldaze ought to crack the No 1 spot within a month – only Gauntlet gives this loopy platform and ladders game any real opposition. Expect big things of Joe Blade II which is lurking just outside the 20 and Skateboard Construction Kit looks a possible top five. Players could clean up.





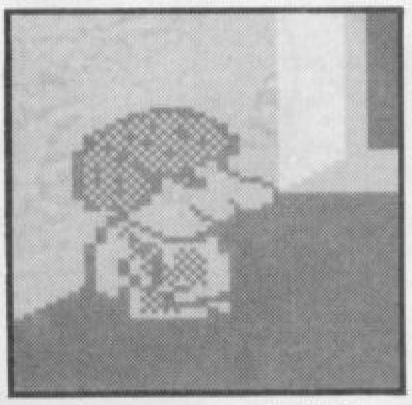
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TRIVIAL PURSUIT – A NEW BEGINNING

3

If you were trapped on planet Earth and it was steadily disintegrating and your only hope was to escape via six other planets to the planet Genus 2 how would you attempt to get there . . . ? By super whooshy spaceship, by yelling 'beam me up Snotty' or by hitching a piggy-back from Billy Whizz? Noo noo noo you'd simply answer the question 'What time in the afternoon does the Louvre close?'

Confused? Well I'm not ruddy well surprised. Let me explain what's going on (wondered when you'd get round to that – GT). This is the way to play Trivial Pursuit – A New Beginning **– an alien gobliny thing asks you an obscure and inane question – if you can answer it correctly he will let you leave his planet to visit another and answer some more questions. On the way you also have to collect strange objects. Once**



you've answered all the questions on all the planets and galaxies between Earth and Genus 2 you have completed your mission. Simple eh? (No not really – everybody in the whole world).

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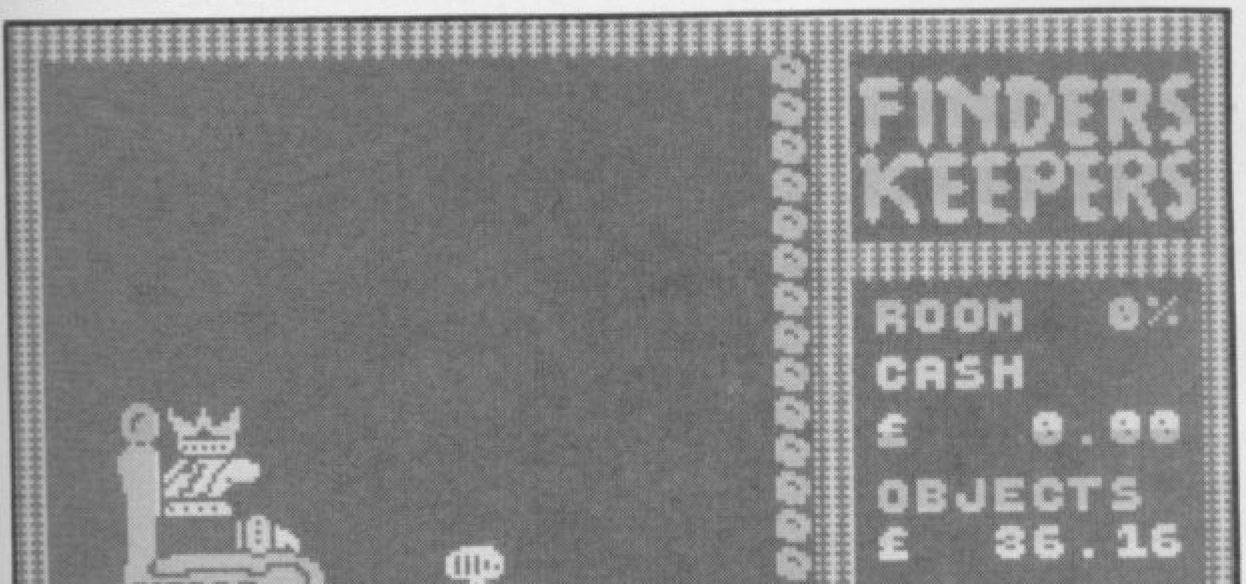
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MAGIC KNIGHT

4

Although you can have hours of fun playing the Magic Knight Trilogy on your +3 by loading it from tape – you might want to have a version on disc. SU has arranged a special offer with Mastertronic to supply Magic Knight Trilogy discs at £2.00 off the usual retail price of £9.99 – £7.99 inclusive of postage and packing.

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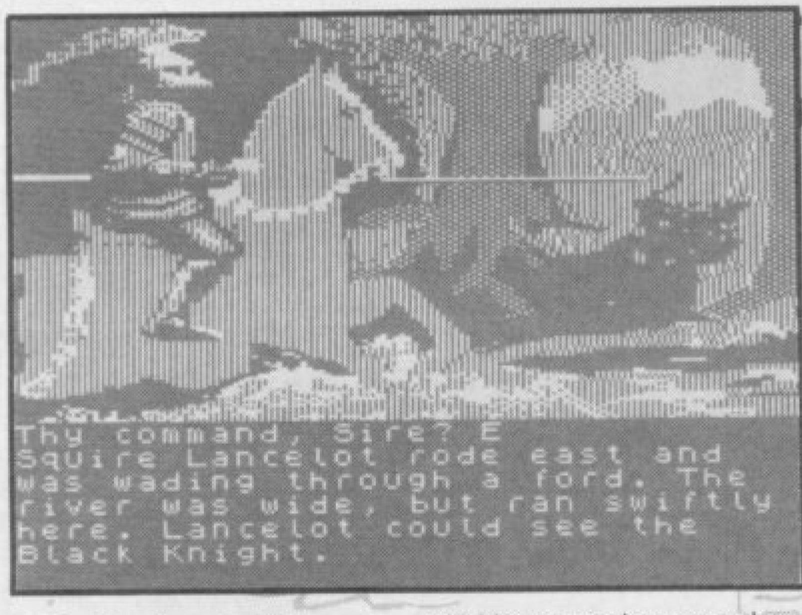
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Lancelot



Prithee journey with me to a time in our past when men were chilvarous and women were simpering wimps – sorry, I mean damsels in distress!

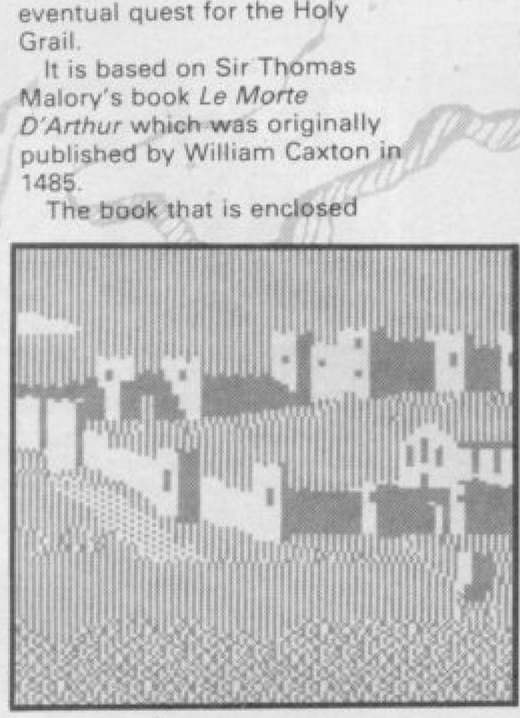
Lancelot is a three part adventure following the exploits of Squire Lancelot through his knighthood and eventual quest for the Holy Grail.

It is based on Sir Thomas Malory's book *Le Morte D'Arthur* which was originally published by William Caxton in 1485.

The book that is enclosed with the game shows you how to play a Level 9 game and contains a short version of the **Arthurian Legends** which should help you become familiar with the game. There are also a few hints to help you play the various parts. The tent it vaguely olde worlde but Level 9 have avoided going over the top with this and on the whole the words used are easily understood.

Lancelot is available for all Spectrum formats with some

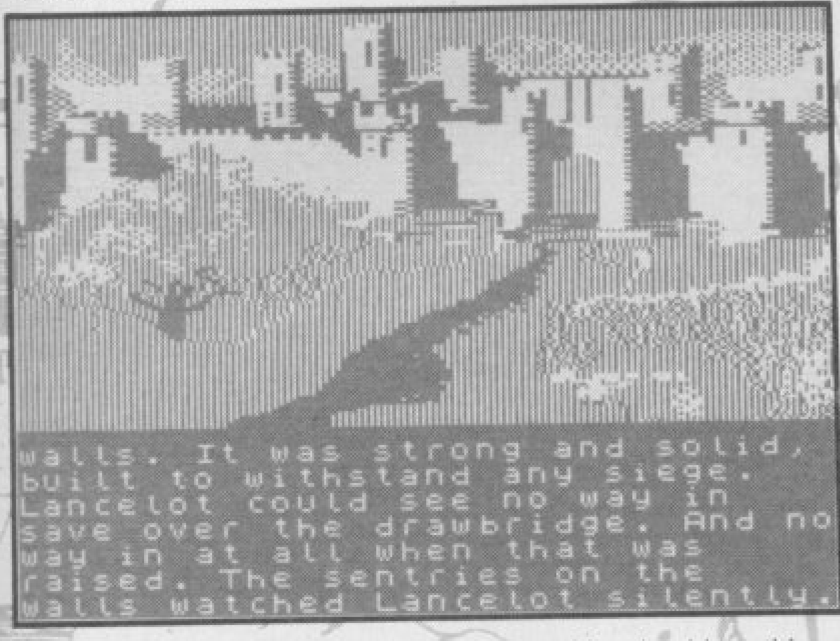








added features on the Plus 3 version. One of the files on the disc is a README file which gives you a little more information. To use it, turn on the machine, select Plus 3 Basic and enter LOAD "READ ME".



You can recall and edit previous commands, RAM SAVE/ RESTORE and UNDO several times in succession – very handy when you do something wrong.

Whilst playing the adventure you will notice that some words come on screen in capital letters. Make a note of them as they are vital to the competition that is being run in conjunction with the game. Full details of the competition will be found in the packaging and the prize is well worth winning. It's a solid silver Grail worth £5,000, so this really is a Quest for the Holy Grail.

You begin the adventure as a humble squire. Upon journeying to the east you are challenged by a Black knight. Accept his challenge and you will defeat him, you will be given the choice of sparing his life or ending it. If you know what's good for you then you'll do the chilvarous thing and spare him.

Good job you did that, for the anonymous knight is none other than King Arthur himself who just happens to have a few of his men hiding in the bushes to protect him should anything untoward happen.

Arthur is impressed with your valour and chivalry and promises to knight you if you attend his court the following day. But first you will have to journey to the city and find a bed for the (k)night (groan!!!).

When you enter the city you will meet the odious Sir Kay, half brother to Arthur, and a really slimy toad. He tells you to go to the mews to sleep, but if you've any sense you'll pop along and visit Merlin. Merlin will give you a comfortable clean bed and some sound advice.

Whilst you are in Merlin's abode it would pay to visit his library and read a few of his books, you'll pick up some valuable hints. Persist with the reading until the same messages begin to come up again. Now it's time to visit Arthur and receive your knighthood.

You can converse with the characters by typing something like ARTHUR, GREETINGS. You can also ask the characters to do something for you by typing LAVAINE, WAIT THEN PUSH THE GATE or whatever it is you want them to do.

Arthur's court is where you catch your first sight of Queen Guinever and feel the first glimmerings of your hopeles love for her. Just bide your time and Arthur will eventually give you your knighthood.

Arise Sir Lancelot, your adventure is about to begin.

The first place to go is Logris, and you don't need to travel location by location, a simple GOTO LOGRIS will take you there and also give you your first meeting with DAMSEL MALEDISONI. She's a real honey (I don't think), as you will no doubt find out as you progress through the adventure. She will give you your first quest.

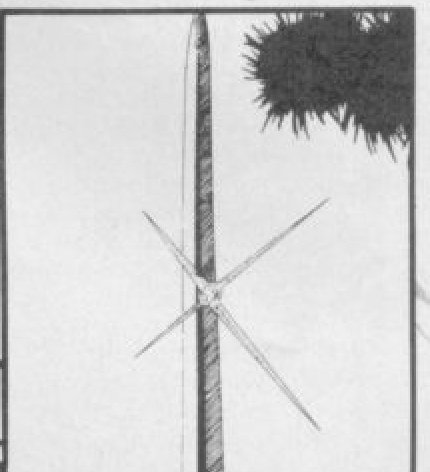
So, it's off to LYONESSE and your first damsel in distress. Her hawk has escaped and its lunes are caught in the branches of a nearby tree. Well, no good knight would ignore a lady's tears would he? But, before removing your armour and dropping your sword, pick up a nearby dead piece of wood. After releasing the bird and descending from the elm tree you will discover that you have been duped. Throw the wood at your opponent to defeat him and you will avoid certain death.

There are lots of 'kill you offs', but Merlin is always around to resurrect you.

Of course, any adventurer worth his/her salt knows that you should always save the game regularly, and certainly before trying anything hazardous.

I found **Lancelot** very easy to get into. Mapping the game is easy enough and the landscape is well worth exploring to fully absorb the atmosphere of Arthurian times, and there's plenty to explore.

Lancelot is up to the usual high standard we have come to expect from Level 9. It's a thoroughly enjoyable journey into the past, and with the added bonus of a prize worth £5,000 to compete for, can you afford not to buy it? Methinks not!■



ARCADE REVIEW

FAX BOX

LANCELOT *Label:* ***Mandarin*** *Author:* ***Level 9*** *Price:* ***Tape £14.95/Disc £19.95*** *Memory:* ***48K/128K Tape/128K Disc***

Corking L9 fare – buy at once

GRAPHICS	SOUND
65	N/A
80	85
PLAYABILITY	LAST ABILITY

Reviewer: Sandra Sharkey

OVERALL **83**

10 20 30 40 50 60 70 80 90

FAX BOX

ARCADE REVIEW

BY FAIR MEANS OR FOUL Label: **Superior Software** Author: **C Goodwin** Price: **£7.95/£12.95** Memory: **48K/128K** Joystick: **various**

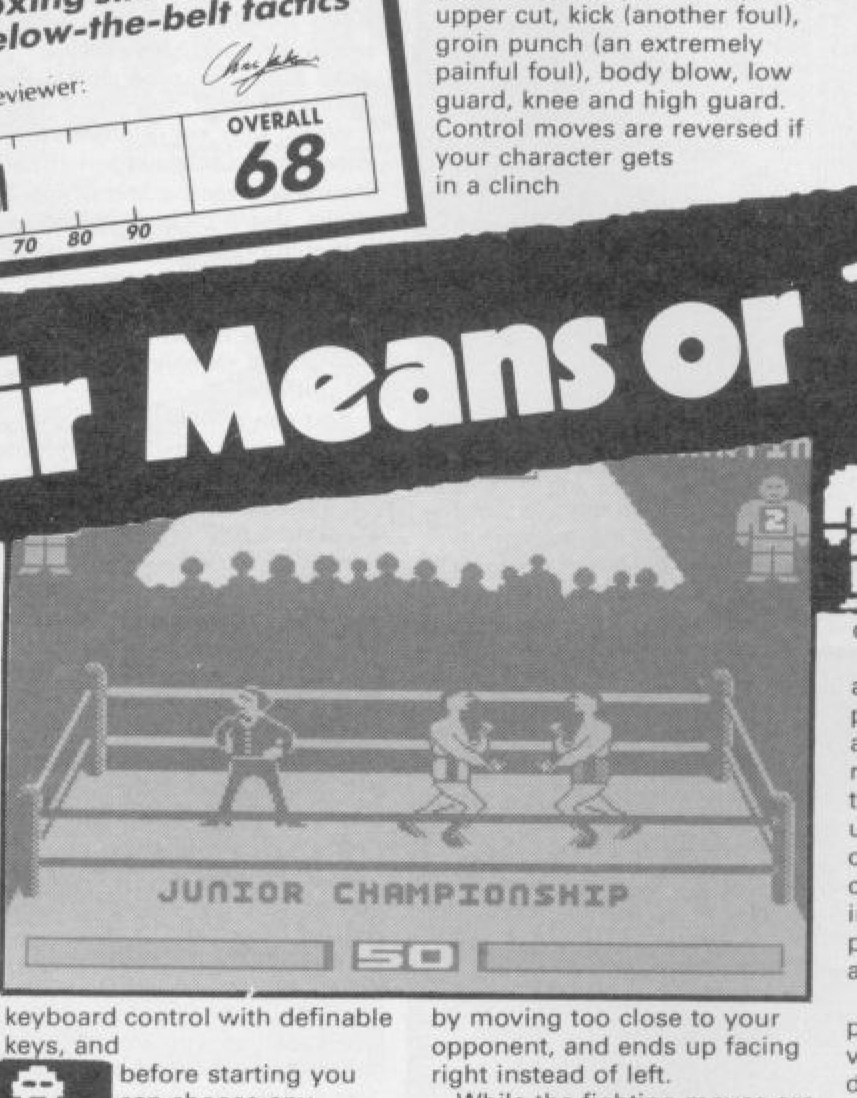
Fairly entertaining boxing sim with some below-the-belt tactics

Reviewer: [signature]

GRAPHICS	SOUND
62	60
71	64
PLAYABILITY	LAST ABILITY

OVERALL **68**

By Fair Means or Foul



Issa great sport, knoworrimean 'arry? Two muscle-bound clods battering each other senseless until one has so much brain damage that he falls over (or starts doing ketchup adverts). **By Fair Means or Foul** isn't the first boxing simulation on the Spectrum – Elite's **Frank Bruno's Boxing** is back in the charts again as a budget re-release – but **BFMOF** is by far the funniest, 'cos in this one you can cheat.

Basically it's a one or two-player combat game, featuring a selection of fighting moves which, shall we say, don't all conform to the Queensbury Rules. The ring is shown in slight perspective, and the two boxers share it with a dodgy referee who does his best to keep things clean – when he's not nodding off.

You can choose joystick or keyboard control with definable keys, and before starting you can choose any computer opponent (providing you have reached that level previously).

With the fire button released you have eight moves available; move forward, duck punch (which makes you look like a gibbon), duck, low guard, move back, high guard, jerk back and head butt. Head butt!? Yes, it might be a foul move, but it's quite permissible in **BFMOF**. With the fire button pressed, you have the options of punch, upper cut, kick (another foul), groin punch (an extremely painful foul), body blow, low guard, knee and high guard. Control moves are reversed if your character gets in a clinch by moving too close to your opponent, and ends up facing right instead of left.

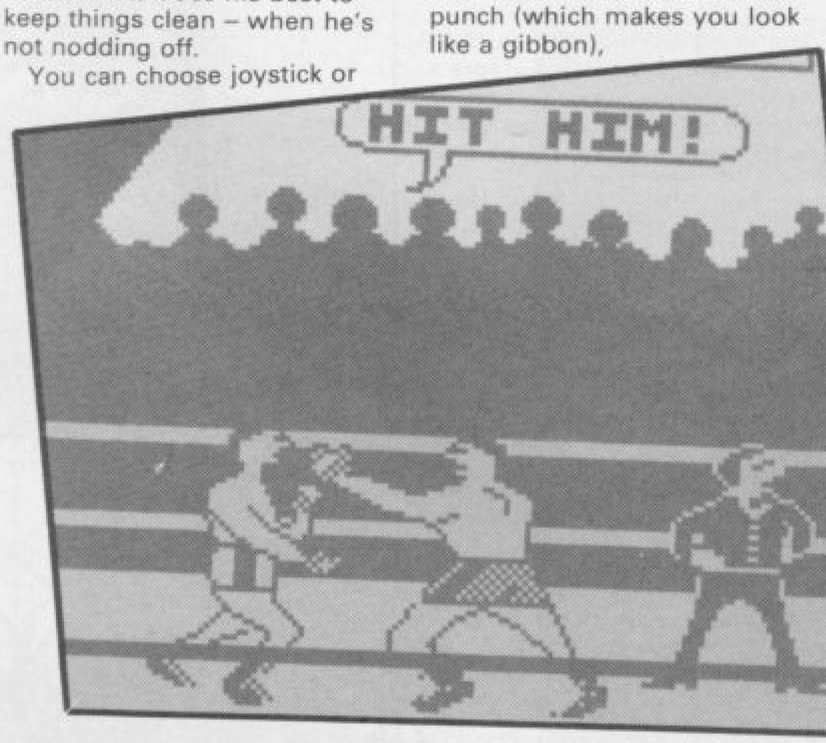
While the fighting moves are all pretty precise and useable, reactions are a little slow. Fortunately, on the early levels at least, your opponent is pretty slow too; the first fighter, Mild Martin, often stands quite happily while you punch and kick him to oblivion.

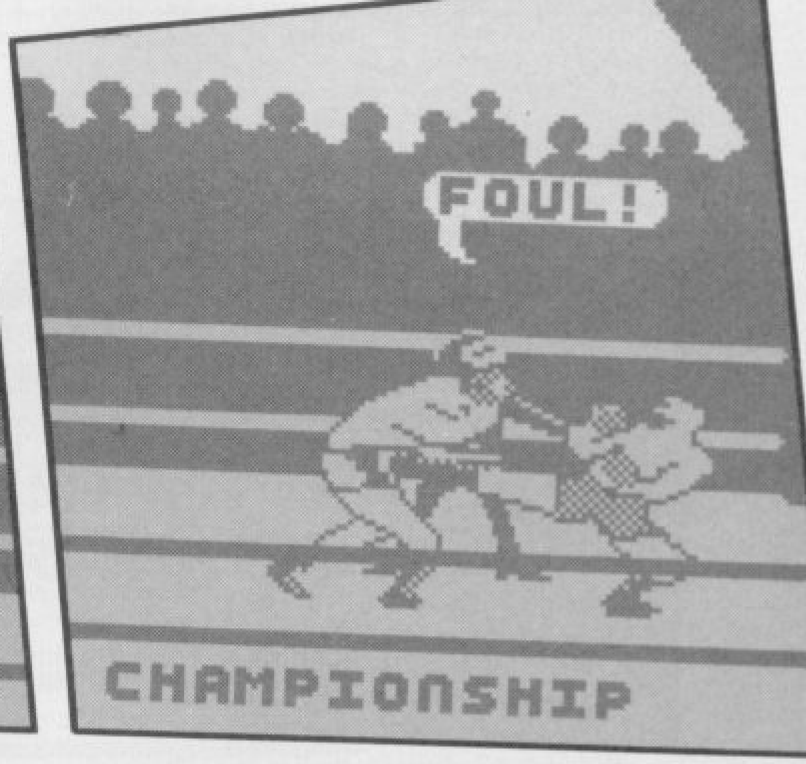
Oh yes, the foul blows. You can only get these in if the ref's attention has strayed. You can judge this from the colour of the silhouettes above the ring; red, no chance, amber, maybe, green, go for it. If you're caught making a foul blow, the ref will stop the fight and you'll be penalised.

Energy bars below the screen show your status; your aim is to outpoint each of six opponents to become World Champion, after which the action carries on with more and more vicious opponents.

The audience is just as rowdy as you'd expect from the sort of people who patronise the noble art; shown outlined against the ring lights, they cheer loudly at the end of each round, joggle up and down enthusiastically and chip in with a range of friendly comments. Other nice touches include the winning boxer punching the air, and the thump as a good blow lands.

There are plenty of good points to **BFMOF**; the wide variety of fighting moves, the decent sound effects and music, the comments from the crowd ("C'mon Pansy!") and the ref, and so on. It isn't quite smooth or novel enough to make you scream with joy, but it will pass a few pleasant hours of head-punching■





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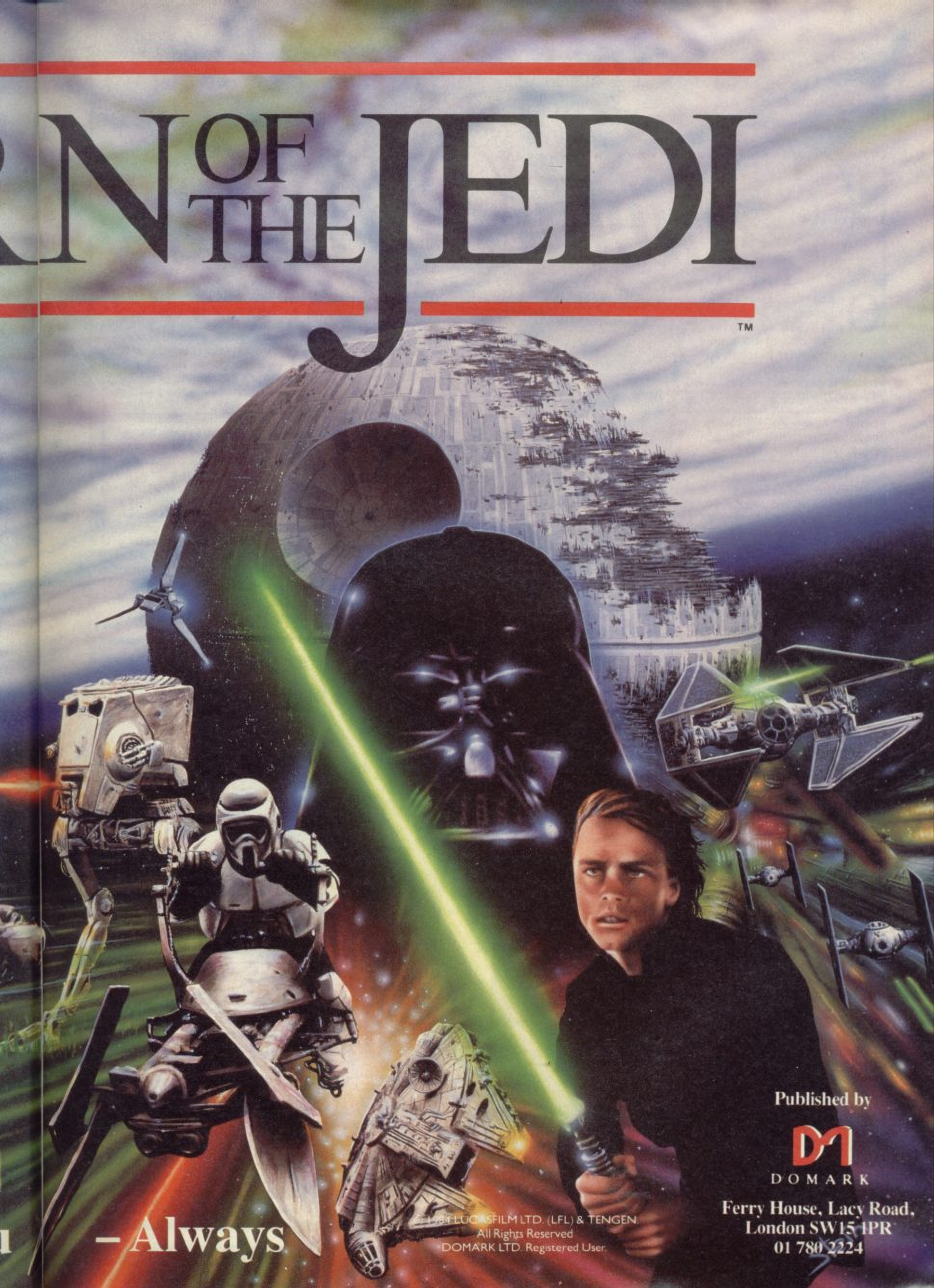
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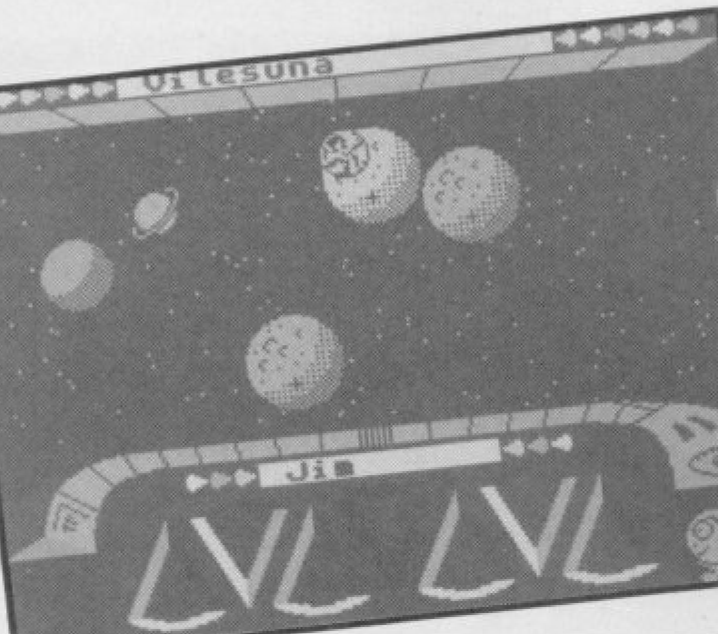


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Trivial Pursuit

One of the biggest hits of last year (on all formats) was **Trivial Pursuit,** the computer version of the yuppie board game. After much head-scratching regarding a follow-up to this lucrative licence, those arch-yuppies, Domark, have come up with a strange sequel concept. Get your head ready for this – Trivial Pursuit in space. Weird, Yah?

Cut away all the trimmings, and what you have is still a multi player question and answer general knowledge quiz. The trimmings, then, are all that stands between **TP – ANB** and the hordes of lookalike trivia games. What's it all about then, lads?



Earth is dying, victim of the atmospheric greenhouse effect. You and your friends have the chance to escape by spaceship, but you will not be allowed to stay in the alien federation unless you prove your general knowledge skills. Tough cookies, these aliens.

There are six galaxies to explore before you reach the planet Genus 2. Each galaxy contains many planets, some of which contain objects which you must collect to complete your quest. The only way to find the objects is to land on each planet in turn, and answer a question from the alien inhabitants.

The graphics aren't much to look at; the planets have a number of different backgrounds, and different designs and colour of aliens. There are some neat effects as you materialise and dematerialise, but unremarkable sound effects; the odd blip and bleep, a bit of single-channel music to illustrate some of the questions, and so on.

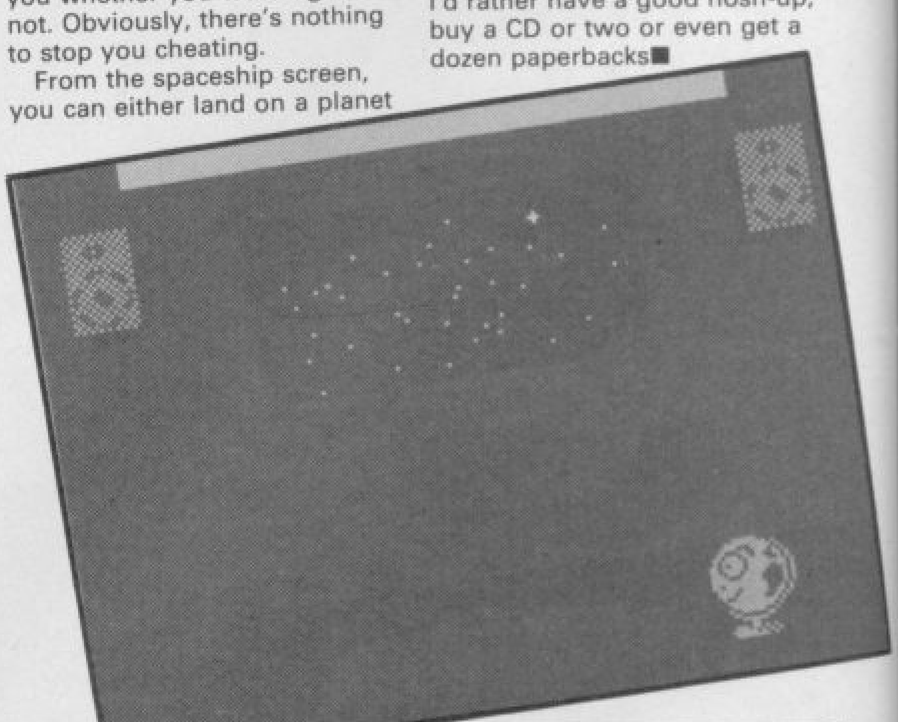
Up to six players can compete, entering their names on the main menu screen, and taking it in turns to answer questions. If you get one wrong, you miss a go and suffer a time penalty. The players are represented by amusing icons, and TP, the gnome-like character from the original game, puts in an appearance too.

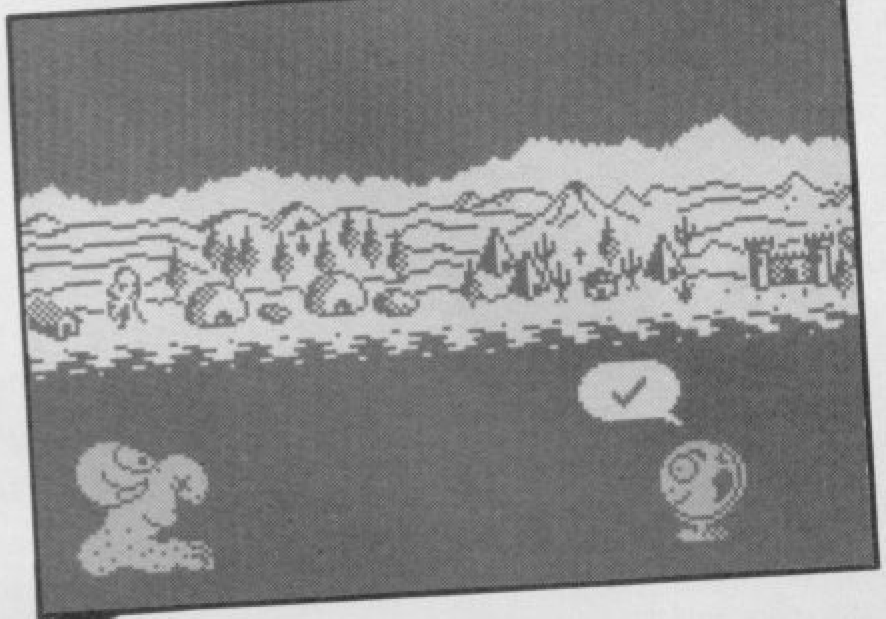
One problem is that the game doesn't actually require you to type in your answers; the computer just prints up the questions, you yell out your answer, and the computer asks you whether you were right or not. Obviously, there's nothing to stop you cheating.

From the spaceship screen, you can either land on a planet or access the main menu, where you can check how many objects you are carrying, quit the game, enter new players, switch sound effects on and off and load new sets of questions from the second cassette provided with the package.

In the final round you have to choose one of the Elders of Genus and answer his questions to make good your escape. If you choose the correct elder, the other players can examine your performance chart, and select the category of questions in which your performance is worst.

What it boils down to is, is it worth spending £15 or £20 on a trivia quiz? That's all it is; the graphics and effects don't add anything to the concept. Myself, I'd rather have a good nosh-up, buy a CD or two or even get a dozen paperbacks■





ARCADE REVIEW

FAX BOX

TRIVIAL PURSUIT – A NEW BEGINNING *Label:* ***Domark*** *Author:* ***Oxford Digital Enterprises*** *Price:* ***£14.95/£19.95*** *Memory:* ***48K/128K*** *Joystick:* ***various***

Novel version of a very simple quiz concept

GRAPHICS	SOUND
44	32
43	60
PLAYABILITY	LAST ABILITY

Reviewer: Tony Dillon

OVERALL **59**

10 20 30 40 50 60 70 80 90

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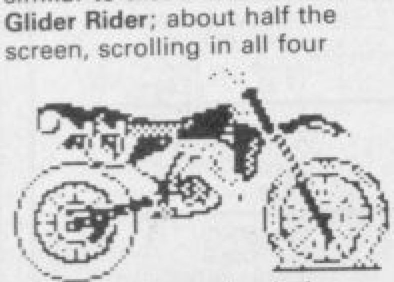
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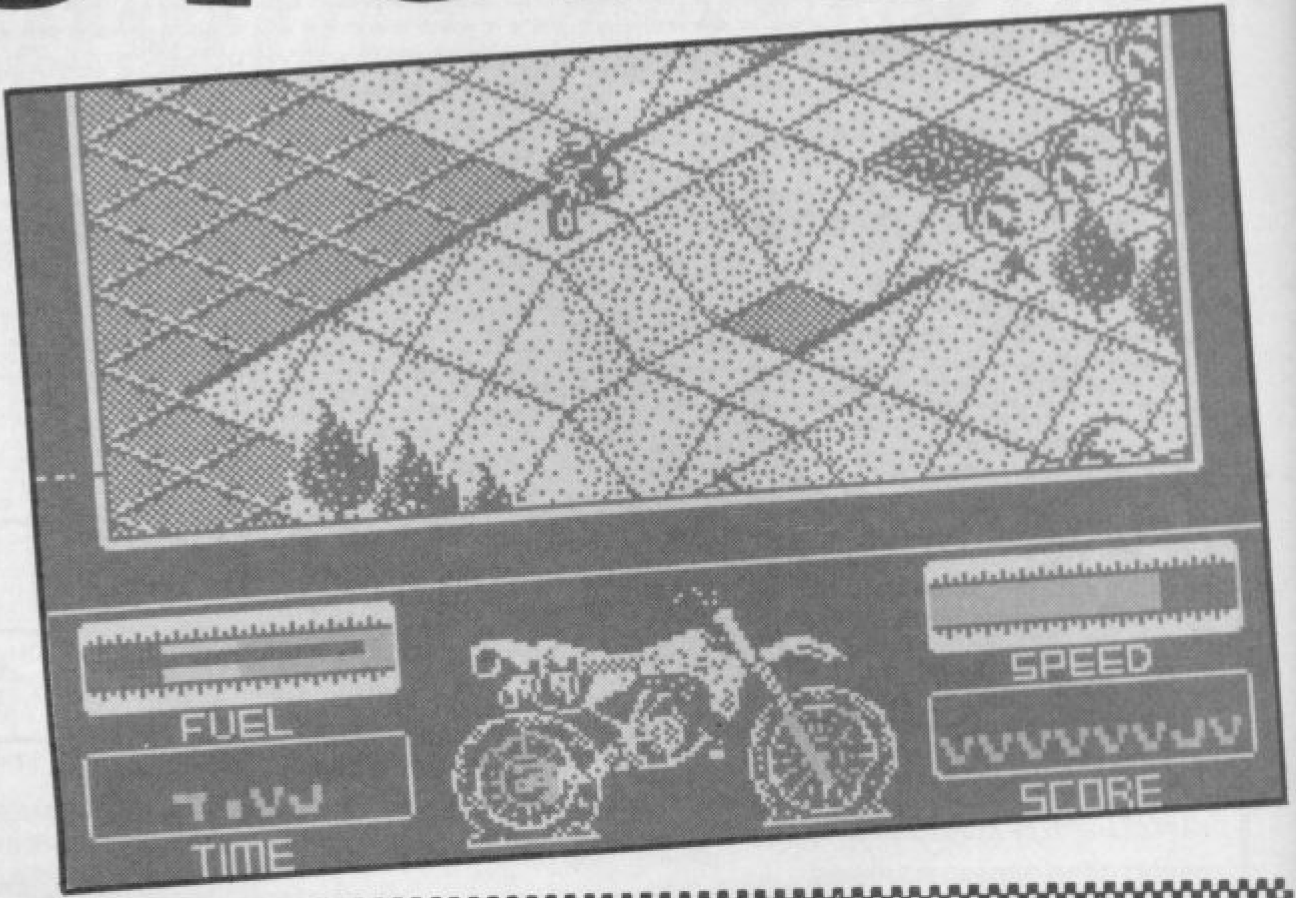
MOTORBIK

Strap on your leather gear, stick your helmet on your head and get ready to burn some rubber. **Motorbike Madness** makes **Kikstart** look like Noddy's Scooter Ride, and if you can master it you're just about ready for the Barry Sheene Tin Leg Award.

The 10 levels of obstacle-avoiding zaniness are loaded separately from the tape. The landscape is in many ways similar to that of the classic **Glider Rider**; about half the screen, scrolling in all four



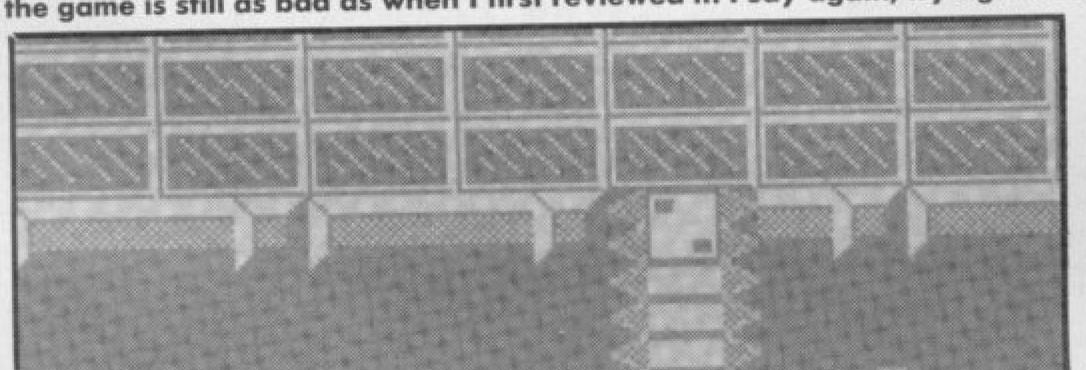
directions, shown in glorious monochrome and consisting of various slopes, planes and ramps. Your task is simply to steer your motorbike around each course, avoiding all the obstacles and heading for the

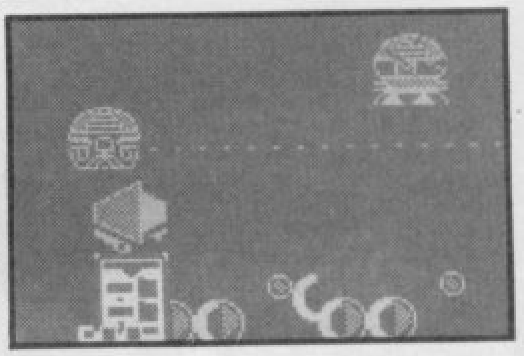


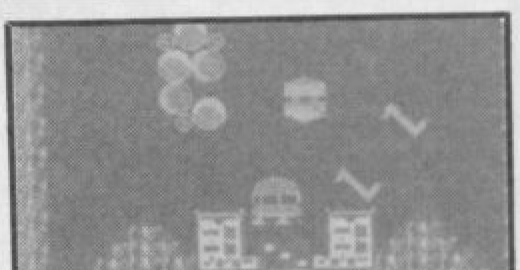
Metaplex re-review

When I reviewed Addictive's Metaplex **last month, I was under the impression that it was to be released as a full-priced title and thus reviewed it so, calling it ". . . the worst full price game around at the moment . . ." and gave it the following marks:**
Graphics: 36, Sound: 26, Playability: 68, Lastability: 15, Overall: 42.

In the light of the price reduction from £9.99 to £1.99, I have re-evaluated the game. I have now awarded it an Overall mark of 47 in view of the slight increase in value. The other marks remain the same as, whatever the cost, the game is still as bad as when I first reviewed it. I say again, try again lads■







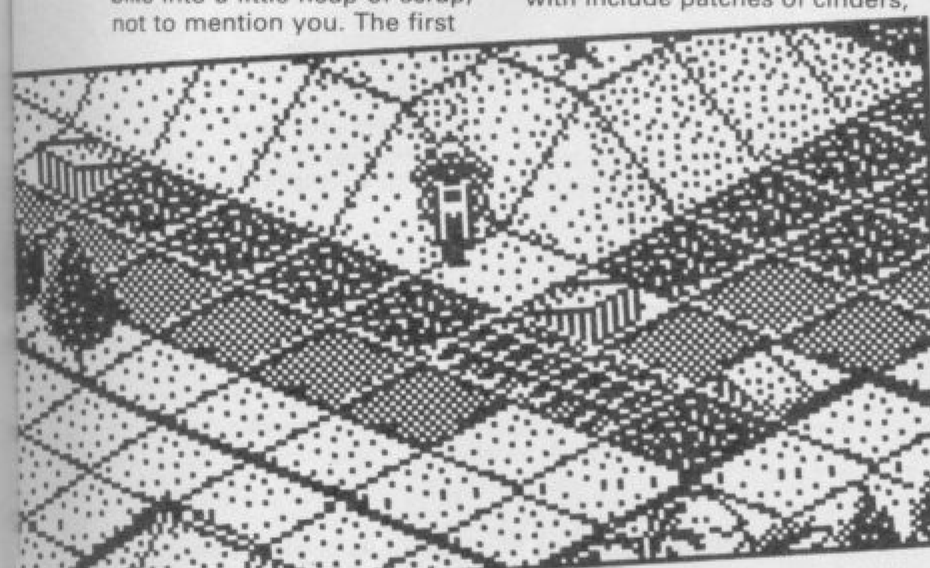
E MADNESS

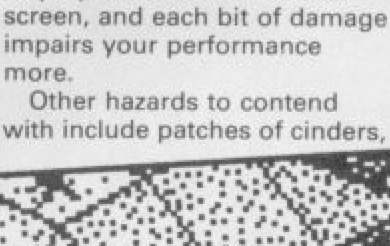


gate to the next stage before time runs out.

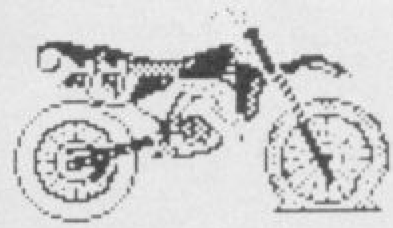
But it isn't that simple, is it Barry? No, because the landscape is littered with things which are likely to turn your bike into a little heap of scrap, not to mention you. The first challenge is a ramp. Steering carefully around the trees, simply pushing the joystick in the direction you want your front wheel to turn, you must line up with the ramp, build up speed (shown on the bar graph to the right of the screen) and zoom over the ramp, veering sharply to the right to avoid a pile of tyres. Too slow, or inaccurately lined up, and you'll end in a crumpled mess, probably sustaining a punctured tyre or leaking petrol tank in the process. Damage to your bike is shown on the display at the bottom of the screen, and each bit of damage impairs your performance more.

Other hazards to contend with include patches of cinders, water, spiked blocks and skiddy patches. It's pretty blinking difficult to control the bike, though; it tends to jump suddenly from left to right, rather than coming around



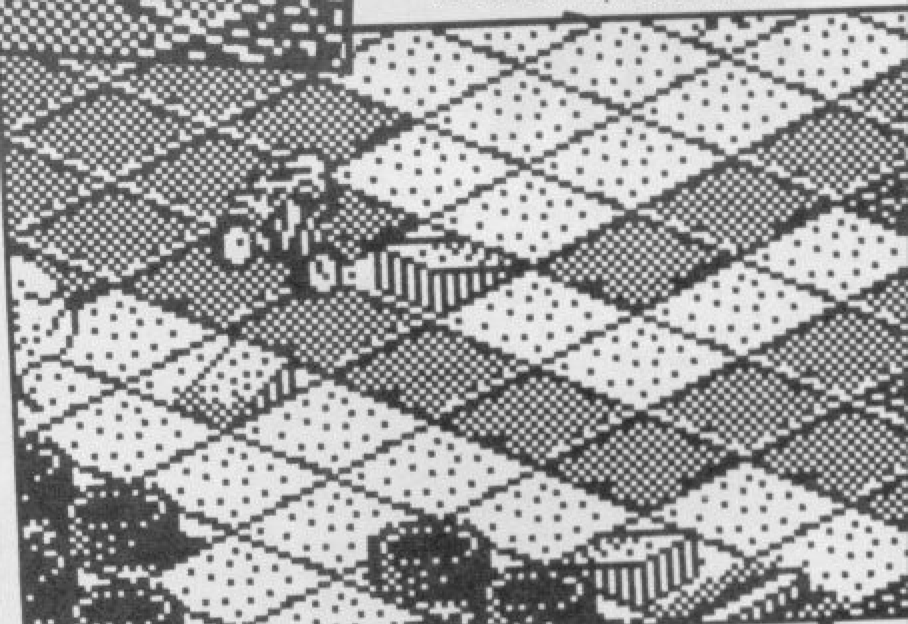


smoothly. I don't know if this is deliberate, but it makes it remarkably difficult to concentrate on finding your way around the course. Fortunately, if you get knocked off, you're returned to the last ramp you jumped, rather than right back to the start of the level.



The 10 levels are ridges, floodlands, parapets, slopes, maze, origin, hillside, speedway, mud trouble and final. Goodness knows what the later levels look like, because I'm having enough trouble slogging my way through level one. Sound is OK, but for some reason you have to reload each level after losing all your lives.

Great fun, then, but too difficult for my feeble brain■



FAX BOX

ARCADE REVIEW

MOTORBIKE MADNESS Label: **Mastertonic** Author: **Binary Design** Price: **£1.99** Memory: **48K/128K** Joystick: **various**

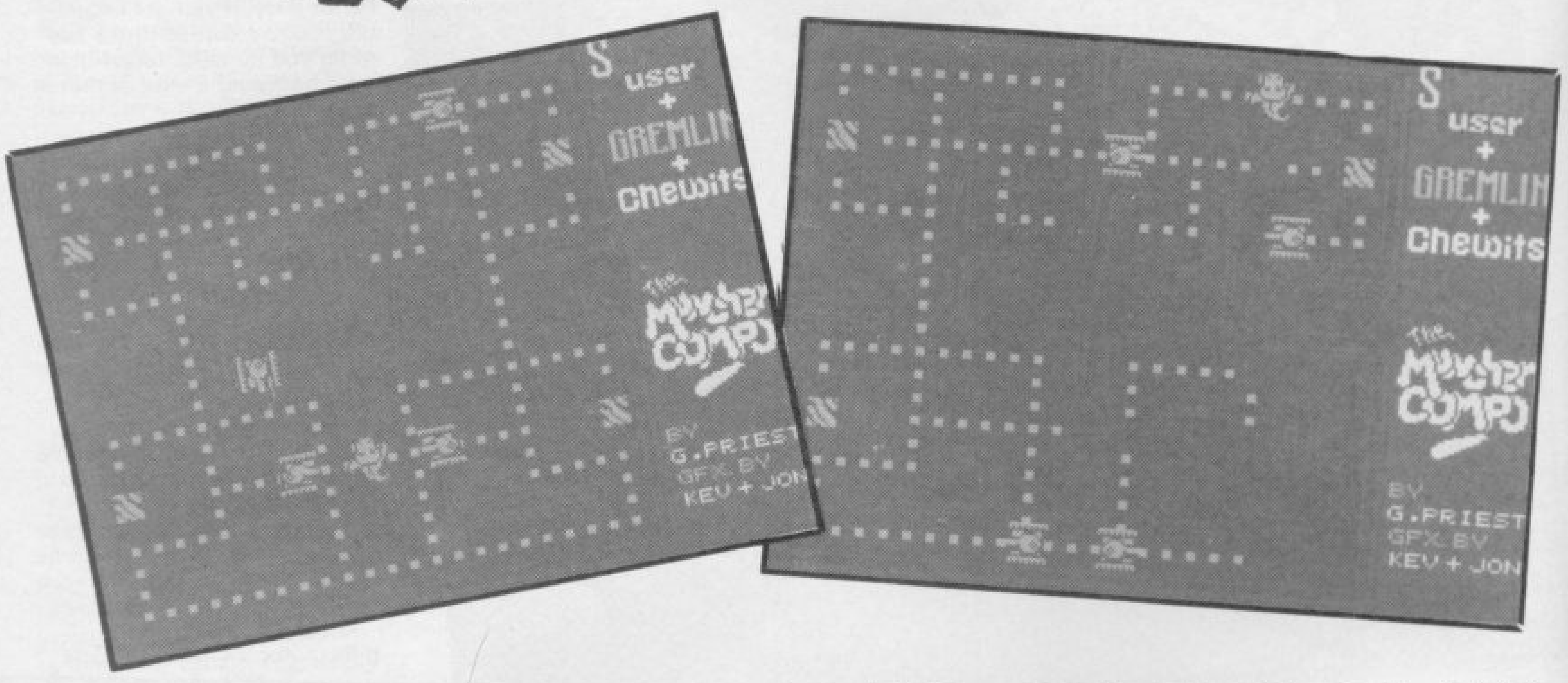
Graphically peachy but over-hard scrambling spoof.

Reviewer: Chris Jenkins

GRAPHICS	SOUND
75	59
68	69
PLAYABILITY	LAST ABILITY

OVERALL 74

COMPETITION



WIN A YEAR'S SUPPLY OF CHEWITS

Zounds! SU in its well known tradition of doing-fab-new-things-that-everyone-else-will-copy-very-soon brings you the first ever all action tape competition! We thought to ourselves, what could we add to the vast amounts of stuff already on the Megatape to make it even more exciting? What about a competition we thought and knowing what a greedy and competitive lot you all are, we have created the **CHEWITS** game.

TO PLAY THE GAME

1 Load up the special **Chewits** game section of the Megatape – it's after the preview of the amazing **Techno Cop.** Use Load "".
2 Keys to play the game are Z left X right K up M down. Move around the Chewits dinosaur, chew up all the little dots and avoid contact with the tanks. In the four corners of the maze are special power Chewits. Eat these and the tanks go beserk for a time and start flashing. Your dinosaur can then munch the tanks – but only for a while!
3 If you manage to munch every single dot you will be given a special code phrase which will qualify you to enter for the grand **Chewits** prize!

THE PRIZE

The first lucky code unscrambler out of the bag will win A YEAR'S SUPPLY OF CHEWITS! That is 365 packets of Chewits of various flavours to keep your mouth busy throughout the year.

Nobody else will win anything at all apart from the chance to tell the world that they managed to get through the game. Brilliant eh?

COMPETITION ENTRY

Name ....

Address ....

....

The mystery phrase at the end of the game is ....

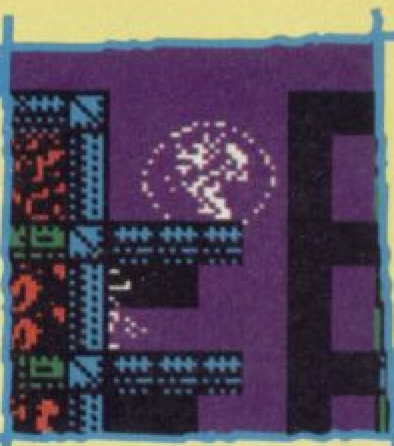
GIMMY THOSE CHEWITS (please)

Members at EMAP (and there are quite a few of them) Gremlin or Chewits or dinosaurs or Wayne Smedly or Anthea Barton may not enter.



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REX





It had to happen. After years of being shot, stabbed, incinerated, blown up and mangled, the aliens have finally decided to get their own back. And what a spectacular revenge; **Rex** is a splendiferously violent visual feast, a joystick-bendingly difficult challenge to the reactions, and an all-round jolly enjoyable experience.

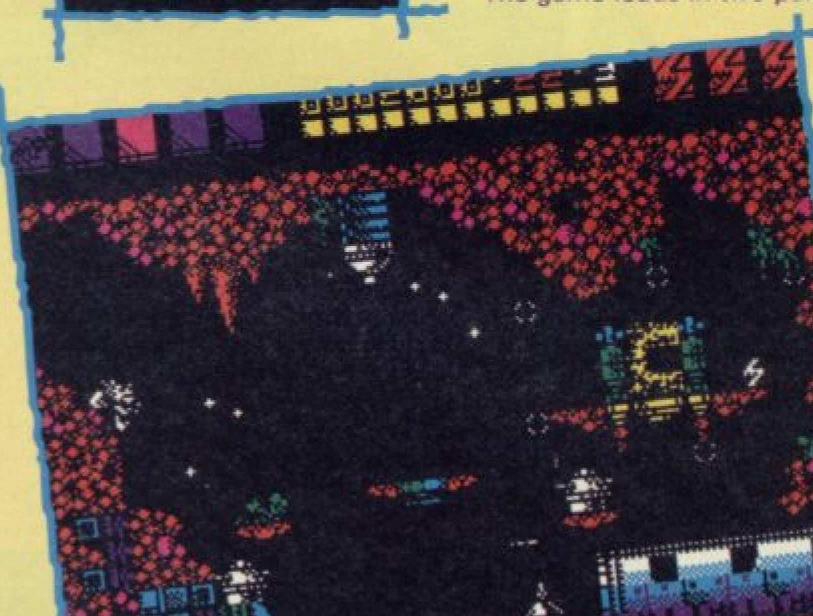
Fed up with Earthmen refusing to pay their space parking fines, littering the asteroid belts and singing *I Should Be So Lucky* in the cosmic pubs, a confederation of aliens has sensibly decided to wipe out the whole lot of them. To do the job they've hired Rex, an alien mercenary who eats kittens for breakfast and who makes Kamikaze Bear look like Andy Pandy (GRRRRR . . . KB).





Rex is a high-tech rhinocerous armed with a formidable array of weapons, and his final task in the alien/human war is to destroy Mankind's last stronghold, the lower Zenith. He takes on the job with relish (and a little mayonnaise on the side).

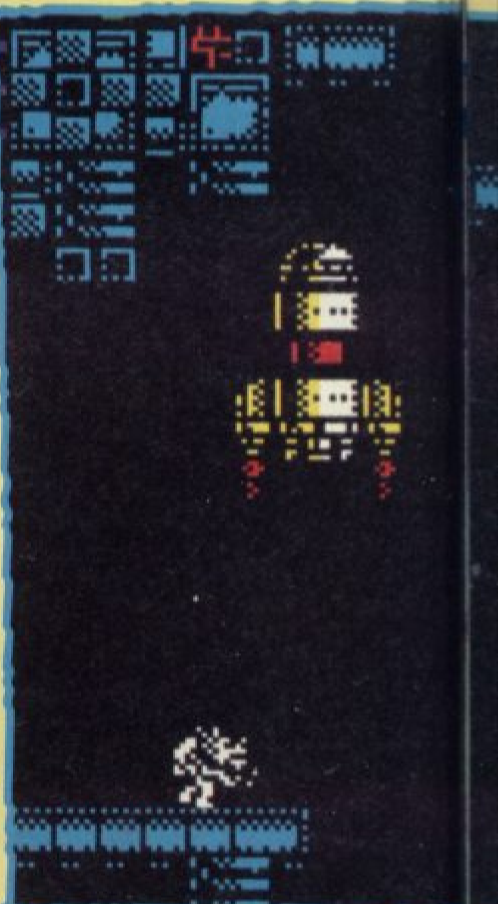
The game loads in two parts; you carry your score, weapons and attributes over to the second half using an access code.



Although the game features many of the attributes of **Cybernoid, Exolon** and several other recent titles, it looks quite different because all the graphics are on a small scale. This allows a huge amount of features to be packed into each screen. Fortunately, the characters and backgrounds are all excellently designed, so the sense of huge scale comes across very well.

Rex can walk and jetpack through the air, finally floating to the ground under the effect of gravity. Both he and the spacesuited humans are single-colour, while the backgrounds are a riot of colour and details; belching missile projectors, mortars, rock faces, equipment modules, tunnels, tube trains and the like.

Stage two, the Living Tower, also features revolting organic components including writhing pink tentacles which are deadly to touch. Rex starts his quest in an underground chamber, appearing in a teleporter and immediately blazing away to take out the nearby weapons systems. A small arrow indicates the exit from the screen (some have multiple exits), and as you appear on the new screen you should switch on your energy shield by pulling back on the joystick, in case a missile is aiming straight for your horn.

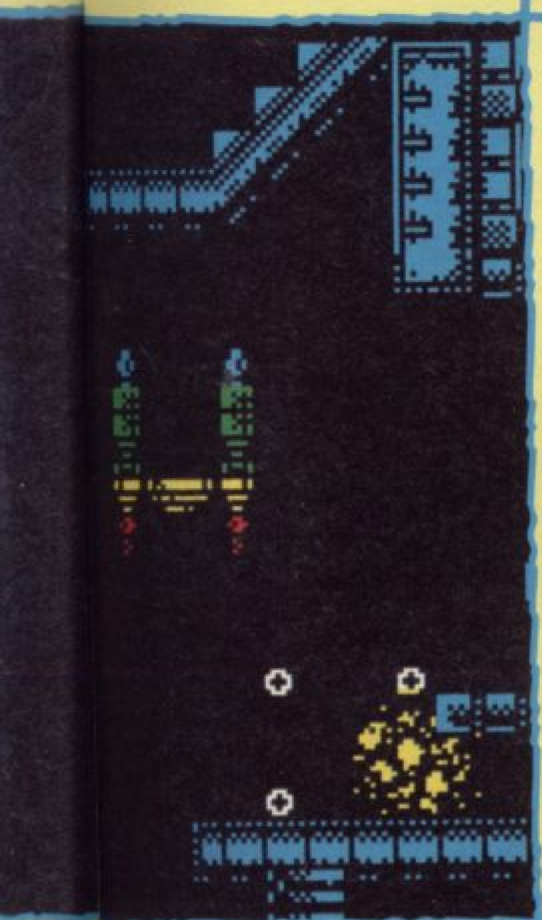


The shield runs out of energy as you use it. To recharge it you have to pick up energy bubbles left by destroyed emplacements and men. The laser-firing spacemen jerk backwards and expire messily when you shoot them; I must admit that this is one of the major fun points of the game. If you get killed yourself, the results are even more spectacular; an eyeball-quivering series of explosions which are worth seeing, even if it does mean losing a life.



Fortunately, there are lots of lovely weapons to be picked up from equipment holders, which let you stave off your inevitable destruction a little longer. Double and triple-firers, multi-way firers, and whirling defence pads help you to mow down the humans with even greater efficiency. The more energy you have, the faster/further/wider your weapons fire.

There are also Zaps to be picked up; these act like smart-bombs, clearing an entire screen of enemies, and so should be saved carefully. It's tremendous fun working your way through the screens, using the anti-grav elevators, blast-away rocks and floating platforms to reach the Tower of Zenith and blow it to bits.



The only disappointment is the poor sound; there are no effects at all when you fire, and only a standard plip-plip-plip when anything explodes. Still, you can't have everything (unless you're Jim Douglas trying to decide what to order at Macdonald's). It's also annoying that you restart at the start of a stage, rather than on the same screen, when you lose a life. This means you have to renegotiate screens you've already completed, which I find a pain. Otherwise, **Rex** is marvellous fun if shooty-shooty arcade adventures are your bag. Obviously the product of some well experienced programmers, but for the moment, the identity of programming team The Light remains a closely-guarded secret. Look out for their next one.

ARCADE REVIEW

FAX BOX

REX *Label:* ***Martech*** *Author:* ***The Light*** *Price:* ***£8.95*** *Memory:* ***48K/128K*** *Joystick:* ***various***

Devastating debut of death-dealing and destruction

GRAPHICS	SOUND
92	50
91	90
PLAYABILITY	LAST ABILITY

Reviewer:

OVERALL **88**

10 20 30 40 50 60 70 80 90

TWILIGHT

ADVANCED PINBALL

SIMULATOR Label: **Code Masters** Author: **The Oliver Twins** Price: **£1.99** Memory: **48K/128K with Interface 1** Joystick: **None** Reviewer: **Tony Dillon**

Below average pinball game with a ball that's got a mind of its own

Advanced Pinball Sim is just that. A sim of a pinball machine. Where does the advanced bit come in? This one has a plot. Something about some village being taken over by a mad wizard or something. Nothing worth worrying about.

As a pinball game it's pretty simplistic. There are a few bumpers here and there, the obligatory paddles and the odd target or two to be knocked out. Needless to say, it's all frightfully easy and amazingly boring. The whole thing that makes pinball exciting is the flashing lights and the tension as your metal sphere goes careering all over the shop, not seeing a little white circle bounce all over the screen doing absolutely no damage to your neves at all.

There is a little bit of speech at the beginning, that mutters something about pinball, but it's so bad, that I can barely make it out.

There you have it. Probably the worst Oily effort to date. You can tell how they tackled the problem of complex gravitational fields, and even the complexities of inertia itself. "We won't have any", they said, "Let's let the ball go anywhere at random."■



42%

JET SET WILLY II

ARCADE Label: **Mastertronic** Author: **Matthew Smith** Price: **£1.99** Memory: **48K/128K** Joystick: **Various** Reviewer: **Graham Taylor**

Famous platforms and ladders game. Looks dated now but is still tricky to play

Gawd. I used to look at this game when it first came out and wonder how it could ever be topped. It took a couple of months I think and Ultimate was the culprit. Anyway for those too young to remember. Jet Set Willy II was the follow up to Manic Miner (The II is misleading – it was just an enchanced version of Jet Set Willy). It involves moving a very very tiny little man around a not-very-impressive series of screens, collecting empty glasses. Graphically, these days it will make you laugh.

Still, playing the game again after all these years one point did strike me – the gameplay is still pretty excellent. There are some occasions where your position has to be pixel perfect if you want to survive. You might still get into it but don't expect it to look nice. . .■

65%

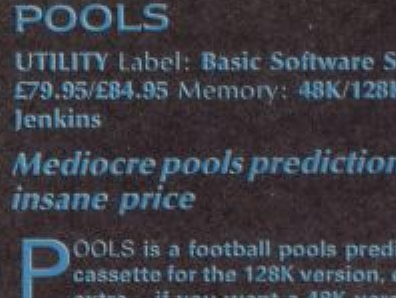
POOLS

UTILITY Label: **Basic Software Services** Author: **Y Douglas** Price: **£79.95/£84.95** Memory: **48K/128K** Joystick: **n/a** Reviewer: **Chris Jenkins**

Mediocre pools prediction program at an unbelievably insane price

POOLS is a football pools prediction program supplied on a single cassette for the 128K version, or two cassettes – for a staggering £5 extra – if you want a 48K version. The two programs, though, are essentially the same. A series of plain text menus prompts you to enter the results for any number of teams, for any number of previous games. From all this info, the program calculates a set of odds and forecasts the results for future games – completely failing to take into account any factors such as weather, player changes, substitutions and so on.

If it was presented as an amusing entertainment for £1.99, POOLS might be worth a laugh. At £79.95, it's hard to judge whether the author or any purchasers are the more barmy■



12%

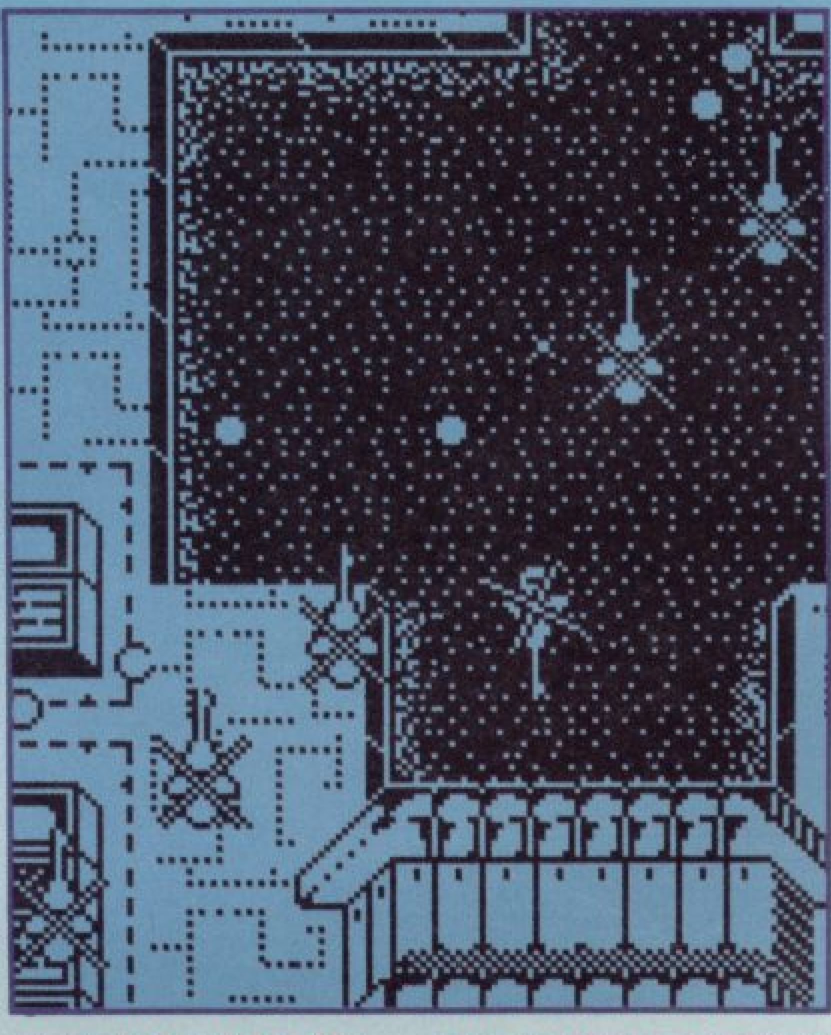
ZONE

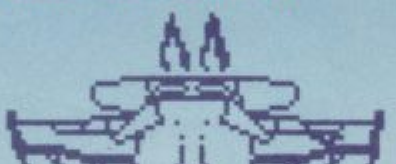
GAMES REVIEW

TYPHOON

When someone first breathed breathlessly (?) in my ear "The conversion of Typhoon is here", my first reaction was "Who? What? When?" Then I thought of Hurricane Gilbert, laughed a bit, and then I thought "Oh. Must be an arcade game I've never heard of."

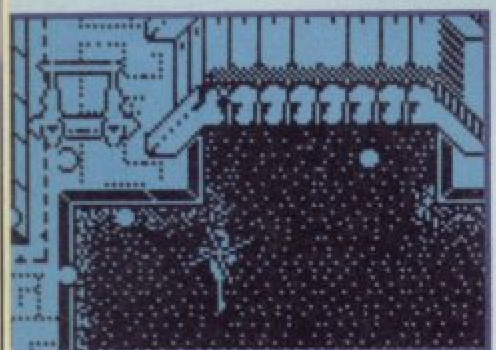
Typhoon is a little known (to my knowledge) Konami arcade game that we also had a demo of on our Megatape 8. The game is thus. Fly forward Afterburner-fashion for a bit, blow up a mothership, fly forwards Flying Shark-fashion for a bit, blow up another mothership, fly



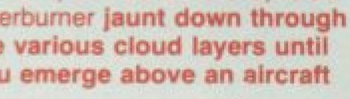


upwards a bit more, do a bit more flying forward, blow up a few more more things and then you've done the game. Well, actually it's a bit more than that.

Typhoon is actually two games stuck together and, unfortunately, neither are in any



serious danger of going anywhere above the the "Oh, that's pretty OK" mark on the SU Commentometer. The first section, as I said before, is an Afterburner jaunt down through the various cloud layers until you emerge above an aircraft



carrier, somewhere out at sea.

As you fly groundward, waves of enemy fighters emerge from the clouds and launch missiles at you, which are pretty easily avoided. Past all the fighters and on to the carrier, the idea is to get in about five direct hits on the missile launcher, which is a bit more tricky considering that the launcher is doing it's job (launching missiles) so you have to get between the missiles, fire, and then get out.

A moan about the graphics on this section. The update of the sprites is quite smooth, but the update on the backdrop is terrible. Whether this is close to the arcade I don't know, but it's still terrible. Also, the plane still holds it's completely horizontal position. How odd!

The second level is the one we were lucky enough to get on Megatape 8, the Flying Shark level. You now have left your F-14 behind and are flying a helicopter over a long vertically scrolling landscape that gradually gets more and more heavily defended until you



reach the mothership at the end, which is no more than an electric barrier, erected to stop you from passing. This needs to be shot down by continual bombardment while you avoid the waves of planes and helicopters that fly on from all four sides, fire at you, and then fly away again. On top of all that, there are ground turrets that have to be bombed by pressing B on the keyboard.

At some point during this stage, icons float from top to bottom. Collect these and you get an extra weapon, from a Vulcan (?) through things like lasers (very useful), 3-way fire, smart bombs and missiles. The

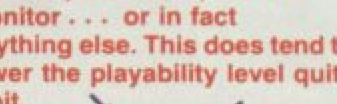


smart bomb is a pretty handy thing to have because it kills everything on screen, including bullets.

This level is difficult. Not because there's a lot of frantic activity going on at the same time, nor is it because of the response (which is very good),



but because of the colour system used – blue and black – which makes it very difficult to see bullets, the enemy, yourself, the score, the TV/monitor . . . or in fact anything else. This does tend to lower the playability level quite a bit.



The following levels are merely the first and second repeated in different orders.

Typhoon is quite a good game and one well worth taking a look at, though the monochrome colour scheme might cause some problems, as it nearly always does■

FAX BOX

ARCADE REVIEW

TYPHOON *Label:* ***Imagine*** *Author:* ***Steve Lamb/Alison Jeftha*** *Price:* ***£7.95*** *Memory:* ***48K/128K*** *Joystick:* ***Various***

A nice bit of blasting, though the colour scheme makes it a little unplayable.

Reviewer: Tony Dillon

GRAPHICS	SOUND
73	69
74	71
PLAYABILITY	LAST ABILITY

OVERALL 72

10 20 30 40 50 60 70 80 90



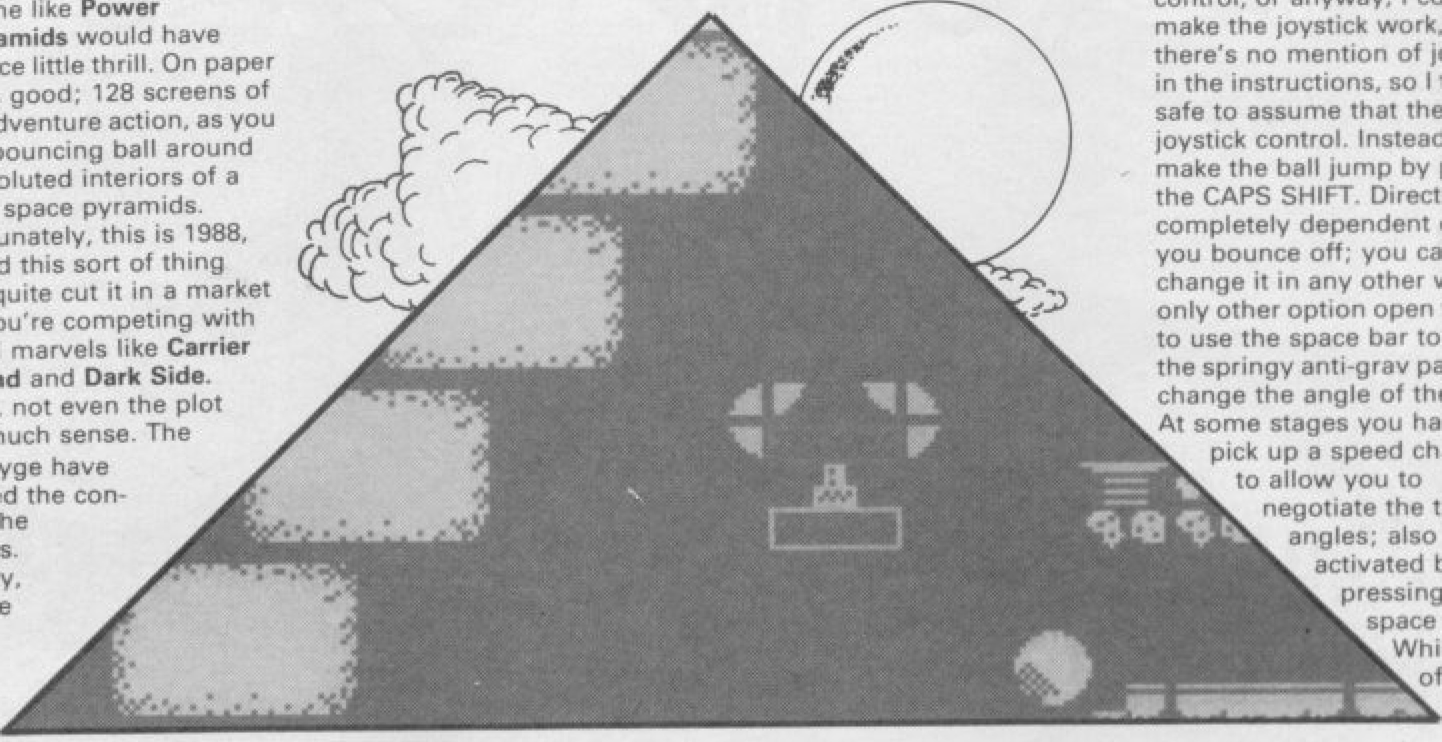
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SU

POWER PYRAMIDS

There was a time when a game like **Power Pyramids** would have been a nice little thrill. On paper it sounds good; 128 screens of arcade-adventure action, as you guide a bouncing ball around the convoluted interiors of a series of space pyramids.

Unfortunately, this is 1988, guys, and this sort of thing doesn't quite cut it in a market where you're competing with technical marvels like **Carrier Command** and **Dark Side**.

In fact, not even the plot makes much sense. The alien T-Pyge have developed the concept of the Pyramids. Suddenly, everyone wants



Pyramids, and the T-Pyge are shipping them all over the universe. But WHY? No idea. Anyway, the pyramids are shipped in a dormant state, and have to be activated on installation.

You've just arrived in Earth orbit with four types of Pyramid; Basic, Super, Grand and Royal. To complete the job you have to guide an automated spheroid robot around the ramps and mazes inside the pyramids, activating all the hidden power points. Each pyramid features more screens and more hazards than the last, and there's at least one power point on each level.

The spheroid is in constant motion, and collisions with obstacles such as water, daggers, sparks and spikes cause it to lose energy. However, there are boosters which will recharge your energy when you dock with them, anti-grav pads which fling you high into the air when you activate them, and transporter spondules which whizz you to new locations. Strangely enough, there's no joystick control, or anyway, I couldn't make the joystick work, and there's no mention of joysticks in the instructions, so I think it's safe to assume that there's no joystick control. Instead, you make the ball jump by pressing the CAPS SHIFT. Direction is completely dependent on what you bounce off; you can't change it in any other way. The only other option open to you is to use the space bar to activate the springy anti-grav pads, or to change the angle of the ramps. At some stages you have to pick up a speed changer to allow you to negotiate the tighter angles; also activated by pressing the space bar.





While some of the little tricky bits are quite fun to work out, **Power Pyramids** has absolutely nothing to make you go "WHOOOO! Look at THAT!" The backgrounds are primitively drawn, with large amounts of black space. Because there aren't any moving objects except your flickering ball (on the early levels, anyway), there isn't much in the way of heart-stopping excitement; just the repetitive task of trying to bounce your way through the screens one after another.

Not so much **Power Pyramids**, more **Tacky Tetrahedrons**■

FAX BOX

ARCADE REVIEW

POWER PYRAMIDS Label: ***Grandslam***
Author: ***Julian Skelly*** Price: ***£7.95*** Memory: ***48K/128K*** Joystick: ***none***

Underwhelming arcade adventure with more quantity than quality

Reviewer:

GRAPHICS	SOUND
41	32
45	43
PLAYABILITY	LAST ABILITY

OVERALL **42**

DEAN THE B

AND THE BUS ST

Before the towers of Atlantis sunk beneath the ocean, before the time of the Empire of Brook-Side, there lived Dean the Barbarian, a man of gigantic melancholies, gigantic mirth, and gigantic spots. Dean, whose feats were legendary, as were his arms. You can now relive Dean's greatest adventure, as you take the role of the hero in DEAN THE BARBARIAN AND THE BUS STATION OF DOOM!

Read the opening paragraph, then follow the instructions to find out which paragraph to move to next.

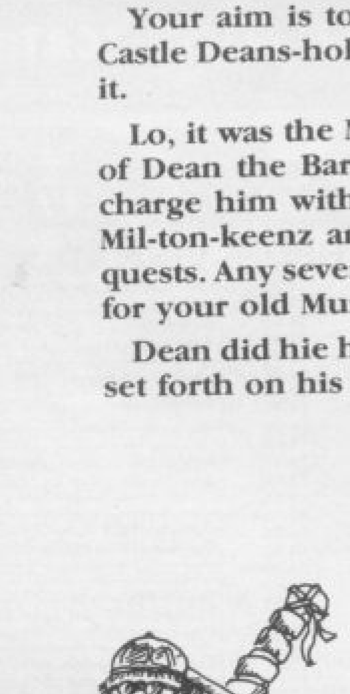
If you come into combat with any of the evil denizens of Mil-ton-keenz, you must follow this procedure: 1) Toss a coin. 2) Look at it. 3) Call heads or tails. 4) If you won your battle, follow the instructions in the next paragraph. If you lost, you really must be incredibly stupid.

Your aim is to complete the Seven Labours of Dean and return to Castle Deans-holme in time to catch Neighbours. All right, get on with it.

Lo, it was the Month of the Wounded Antelope when Sylvia, Mother of Dean the Barbarian, did summon him into the Living Room and charge him with seven great quests. "Dean", quoth she, "get thee to Mil-ton-keenz and return not until thou hast completed seven great quests. Any seven great quests will do. Oh, and get 20 Benson & Hedges for your old Mum."

Dean did hie himself to the Bus Station of Doom, and from there did set forth on his adventure.





0

Above the Bus Station of Doom were seven mystic signs, each the number of a magic om-ni-bus. Choose the bus service and move to the like numbered paragraph.
1) To ye Electronic Shoppes, where ye may repair thy damaged Spectrume. 2) To ye Coin-op Arcades. 3) To ye Software Shoppes. 4) To ye newsagents. 5) To ye Record Shoppes. 6) To ye Foodstores. 7) To ye Clothing Shoppes.
Once you have completed all the seven challenges, go ye to 29.

1

Your Spectrum is ill, and your first great task is to have it repaired. Three repair shoppes meet your heroic gaze. One is a Dixonnes Electrical Shoppe, a plastic castle, festooned with bright banners and posters. A drooling, deformed idiot mans the drawbridge. He wears a badge saying "MANAGER". If you decide to go in, go to 23.

To the left is a small, shabby shop marked "MR SHABBY'S SHOPPE". A sign reads "We fix computers proper, dead cheap". In the doorway stands Mr Shabby, a shortsighted dwarf. If you choose to go in, turn to 24.

To the right is Castle Amstrad. Grinning gargoyles line the parapets. Corpses hang from the battlements. The armoured figure of Baron Sugar grins at you from a turret. If you really, really think it's a good idea to go in, go to 25.

2

Magic bus 2 takes you to the coin-op arcades. There you face a fearsome choice. Will you put your 10p into Afterburner? (Turn to 8). Will you put 10p into the strange, unmarked black cabinet standing mysteriously at the back of the arcade . . . ooo-eee-oooh! (Turn to 9). Or will it be the latest coin-op sensation, Alien Slug Death? (Turn to 10).

3

Bus 3 takes you to the Bigge Softwasre Shoppe. The range of products available is staggering. There are three of them. (It must be H W Smitheys.) Which will you buy – *Big Film Licence and the Temple of Profit* from Gilsoft at £10.95 (go to 11), *Mr Wibble* from Happisoft Games at £1.99 (go to 12) or *190 Complete Dodos Compilation* from Gilsoft at £113.98 (go to 13)?

4

At the newsagents. Now is that crucial time in your quest when you choose which magazine to buy. Which is it to be? *Cosmopolitan?* (go to 14.) *Sinclair User?* (go to 15). Or some lesser computer magazine, printed on earth-closet paper and written by fairies? (Go to 16, though I warn you, you won't like it).

5

At the Virgin Megabuck, hundreds of glossily-packaged vie for your attention. Which will you buy? Something by Stock, Aitken and Waterman, because "I know the artists are disposable but don't they have admirable production values"? (turn to 17). A James Brown classic (turn to 18). Or *We're All Acid Crazy Bonkers* by Doped-up Larry and the Smiley House People? (turn to 19).

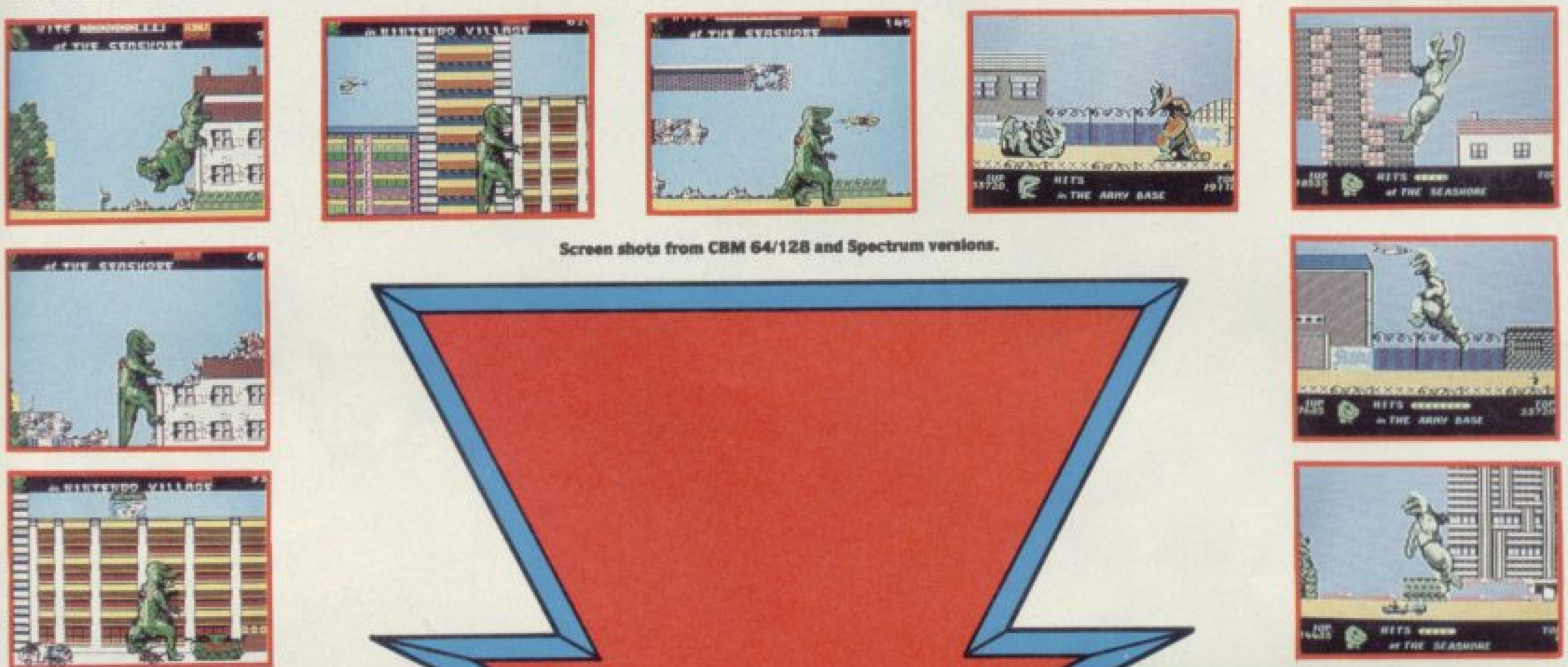
6

At ye Foodstores, a wonderment of fried, baked, braised, grilled, microwaved and underdone nourishment hangs floppily from the food-vendors' stalls. At the left stands Elfin Jim the Butcher. "I got meat pies, meat sandwiches, meat rolls, meat on a stick, meat paste, meat cutlets and meat" he bawls. If you feel like a bit of meat, turn to 20. In the centre is The Silver Pixie Health food shop, festooned with buttercup cakes, daffodil burgers and watercress salad. If you like rabbit food, turn to 21. To the right is Mac Donagall's, where a hideous dwarf

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DECEMBER
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SINCLAIR user



ARBARIAN
ATION OF DOOM

chains up little children and rams plastic burgers down their throats while singing a happy song about defoliating South America. To visit MacDonagall's, turn to 22.

7

At the clothes shoppes. Now it is time to equip yourself for further adventuring. Do you pick: A Millet's parka, flared jeans, Marks & Spencer bri-nylon shirt and Mr Byrite codpiece (turn to 26) A Smiley T-shirt, baseball cap, bandana, baseball boots, mirror shades and matching flamethrower (turn to 27). Or a Burton's suit (of armour) with flared gusset, daringly fluked greaves and seriously rad wide lapels (turn to 28).

8

At the arcade, you put your 10p into Afterburner, and stand stupefied when you realise that it costs £11.95 per game. That was a waste of money, wasn't it? As you trudge home you are knocked over and killed by an elephant.

9

You put your money into the strange black box, and are rewarded by a torrent of glistening coins. Again and again you insert money, and each time you are rewarded with a fountain of wealth. Well pleased, you return to the bus station for your next quest, pausing only to brush aside the cobwebs which hide the mystic runes on the box; "CHANGE MACHINE . . ."

10

Alien Slug Death lives up to its name. A gigantic alien slug emerges from the cabinet, wraps you in its slimy tentacles and bores you to death by insisting on discussing the Poll Tax. You are dead. Bet you're sorry now.

11

Big Film Licence and the Temple of Profit contains a sticker, a badge, a membership card for the Gloatsoft Glee Club, a money off voucher, a poster, a false rubber nose, a sachet of dehydrated turnip and a small glob of green putty. There's no space inside for the game. You have failed in your quest, and must disembowel yourself with a garden implement.

12

Mr Wibble is such a marvellous game that you faint with ecstasy, and dream that Sabrina, Bananarama and Kim Wilde are all massaging custard into your quivering body. You set off back to the Bus Station with renewed vigour. Perhaps you ought to go shopping for a new pair of trousers next.



13

190 Complete Dodos turns out to be just that, and you bitterly regret being led astray by the picture on the cover showing Princess Stella struggling into her see-through plastic space bikini. Your money gone, you return home defeated.

14

As you pick up *Cosmopolitan*, the newsagent pulls out a mighty broadsword and cuts off your head. "Eeh-up, we've nay taam for jessie-boys in dis parish, b'wanah" he explains in a strange Manchester-Swahili accent, which you are too dead to be confused by.

15

Sinclair User! What a fine, noble choice! The newsagent bows before you, refuses to accept your money and offers you his most beautiful daughter, Fatima, as a gift. Politely, you decline, and saunter back to the station for your next quest.

16

As you reach for the lesser computer magazine, the earth trembles, a crevasse opens and you are dragged down to Hell by a horde of screaming demons tearing at your flesh and ripping up your priceless collection of marmalade jar labels. Worse is to follow, but you deserve everything you get.

17

Realising that your Stock, Aitken and Waterman single is exactly the same as the last one but two beats per minute faster, you throw yourself from the top of Richard Branson's ego and expire.

18

James Brown sues you for ripping him off, and the resulting court case drags on for eleven centuries until you are as dead as he is.

19

As that crazy acid beat invades your brain you put on your Smiley T-shirt, bandana, mirror shades, baseball cap and sneakers and bop back to the bus station for your next quest. Everyone thinks you are barmy and stays out of your way.

20

Gorged with meat from Elfin Jim's, you die of cattle-bloat and have to be buried in a skip. Messy.

21

The bunny-wunnies savage you to death for stealing their lettuces. Tough.

22

You have to fight the evil Kobold MacDobold if you are to escape from MacDonagall's. It's your broadsword against his triple-burger-french-fries-whale-blubber-crispy-excrement-and-gristle-in-a-bun. If you lose, you are force-fed Gristleburgers until you burst. If you win, you stagger back to the bus-stop, hungry but eager for your next quest.

23

You enter Dixonnes, and eleven years later you are found wandering in a swamp, with an empty coin-purse and a note saying "Your Spectrum will be ready in two years' time." Hard luck, dummy, you failed.

24

Mr Shabby turns out to be an (electronic) wizard in disguise, and fixes your Spectrum in nothing flat, charging you one dead mouse. You return to the Bus Station of Doom to choose your next task.

25

You fall into the clutches of Baron Amstrad, and become one of his army of mindless zombie slaves manning the switchboard. You are never heard of again.

26

Your Mr Byrite codpiece attracts the unwelcome attention of a group of dirty old orcs, and you are last seen running through the Peculiar Hills with them in hot pursuit. Serves you right.

27

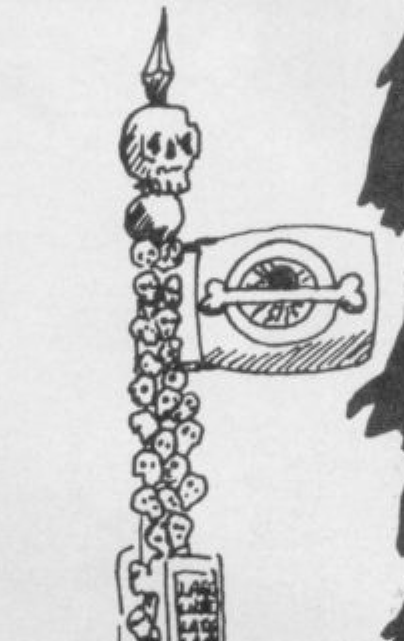
Your Acid House gear attracts approving comments, but does little to protect you when you encounter a gang of Lager Louts in a multi-storey car park. Splattered with vomit you trudge home to wash your Smiley T-shirt. Failure.

28

In your Burton's armour you withstand all challenges, and return safely to the bus-stop for more adventures.

29

Flushed with success and too much Burpsi-Cola, you make your way home to tell your Mum of your success with your seven great adventures. Unfortunately you have forgotten her 20 Benson & Hedges, and she has you boiled to death in Alpen. Next time, take your Great Magic Book of Filo-Fax with you.



Look out for more adventures with Dean the Barbarian – Public Library of Death, The Enchanted Launderette, Castle of Sausages, *and* Dean the Barbarian Meets Princess Kylie of Melbourne.

LASER SQUAD



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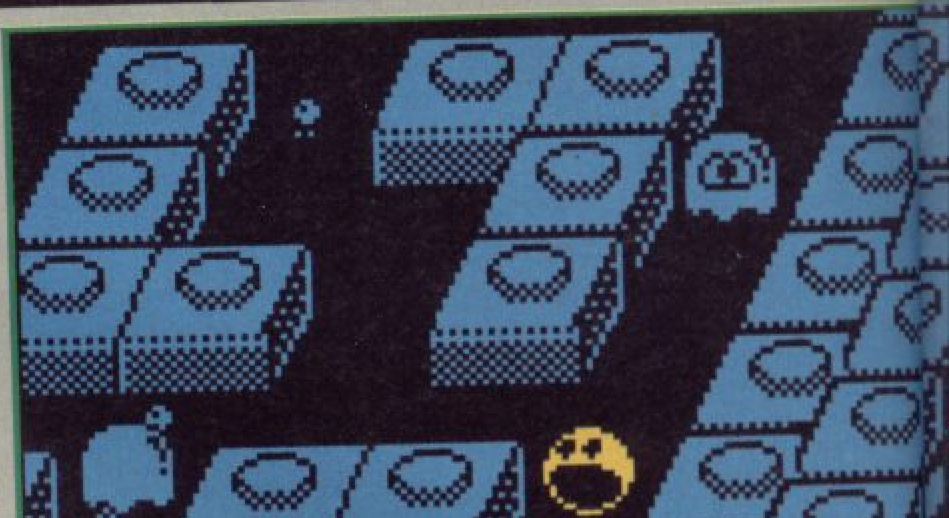
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PAC-MANIA



He's mean. He's tough. He's a cold-eyed, laconic killer. If you're a bad guy you'd better stay out of his way, or he'll bite your eyes out. He's the coolest. He's the greediest. He's **PAC-MAN**.

Yes, the rotund hero of many happy hours of maze-chasing is back, and it must be said that unlike **Pacland**, which was as satisfying as a Twix in a refugee camp, this one is a real goer.

Now, there aren't many surprises here if you remember the original **Pacman**. All this is, basically, is a 3D version of what was, in its time, the most popular arcade game of all.

Mind you, it's done staggeringly well by Teque, authors of Grandslam's earlier hit **Terramex**. The scrolling is creditably smooth, the animation is very well handled, and the game sticks as closely as possible to the arcade original.

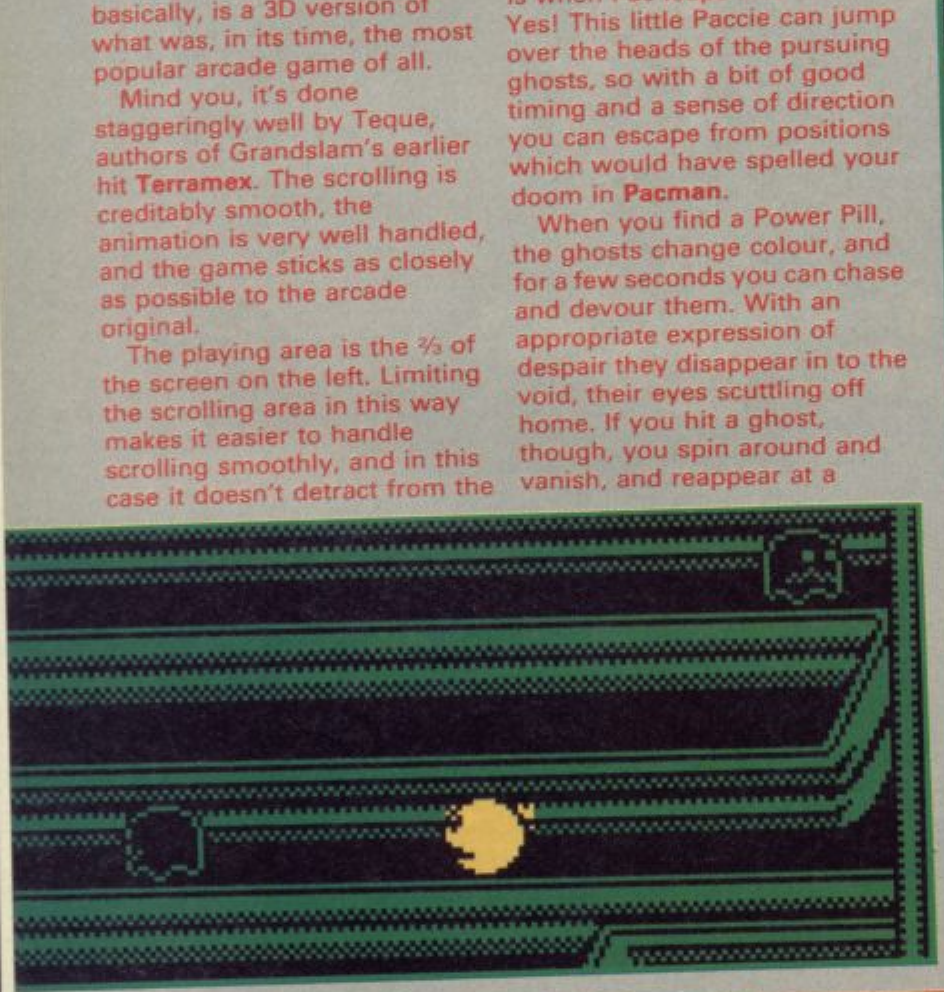
The playing area is the ⅔ of the screen on the left. Limiting the scrolling area in this way makes it easier to handle scrolling smoothly, and in this case it doesn't detract from the enjoyment of the game at all.

On the right are the displays which show you your score, hi-score, remaining "credits", number of lives, and special features activated and so on.

You can start on any of the first three levels – Block Town, Pacman's Park or Sandbox Land. The fourth level, Jungly Steps, can only be accessed once you have completed the first three. Not that there's much difference between each level; though the design of the backgrounds change, the aim is exactly the same; keep moving around the maze, gobbling up the pills, avoiding the Ghosts, and looking out for the fruit and other tokens which give you extra points and bonus features.

The graphics are cleverly done to minimise attribute clash, even though Pac is yellow and the backgrounds, er, sometimes aren't. The only time you notice anything amiss is when Pac leaps into the air. Yes! This little Paccie can jump over the heads of the pursuing ghosts, so with a bit of good timing and a sense of direction you can escape from positions which would have spelled your doom in **Pacman**.

When you find a Power Pill, the ghosts change colour, and for a few seconds you can chase and devour them. With an appropriate expression of despair they disappear in to the void, their eyes scuttling off home. If you hit a ghost, though, you spin around and vanish, and reappear at a random position on the level. As with the original game, if you lose all your lives, you can restart from the last level you reached by pressing the fire button within seven seconds.



Although the first couple of levels are pretty easy, things get more complex later on as there are more, faster ghosts and more complex mazes. This is where the extra features come in useful; some of the tokens scattered around the maze allow you to move faster, become temporarily invisible, and so on.

In between each level is an amusing little bit of playacting from the Pacman Theatre, and



ARCADE REVIEW — FAX BOX

PACMANIA** Label: **Grandslam** Author: **Teque** Price: **£7.95** Memory: **48K/128K** Joystick: **various

GRAPHICS	SOUND	PLAYABILITY	LAST ABILITY
80	60	69	67

Technically excellent coin-op conversion of the 3D Pacman game

Reviewer: Tony Dillon

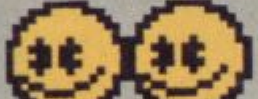
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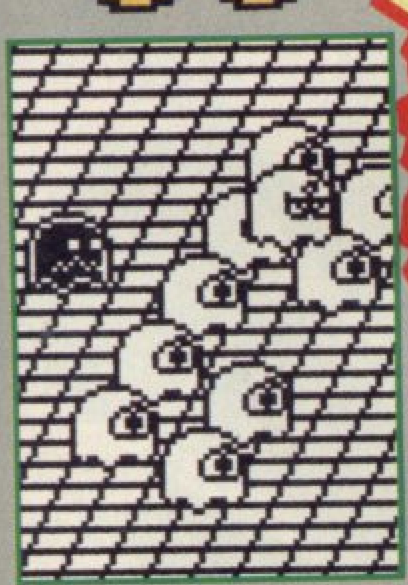




although there are only four different types of background, there are endless levels featuring faster, more intelligent, and sometimes invulnerable and jumping ghosts. So, if you like the basic idea of **Pacman**, the fun will go on as long as you can possibly stand it.

OK, no big surprises, but an excellent conversion, and a jolly good update of a much-loved original■





ARTURA

He might be **Artura** to Gremlin, but to you, me and the milkman, he'll always be King Arthur. Likewise, you might have difficulty in recognising characters like Merdyn and Morgause, and places like Camelod – try Merlin, Morgana and Camelot and you might be on firmer ground. Yes, this is just another of those fifth-century sword-and-sorcery arcade adventures which have been thick on the ground since **Tir Na Nog**, plundering Celtic mythology for a bit of historical background. The plot, though, sounds as if it's even older than fifth-century; rescue the captured sorceress Nimue by travelling through the mystic kingdom of Albinn using the Wheel of Cerriddwen, fighting off the servants of Morgause and seeking out the Rune Stones to restore your magical powers . . . ho hum.

It doesn't look altogether bad; all the characters are costumed in a suitably barbaric way, and the backgrounds include details such as stone columns, piles of severed heads (so untidy, those ancient Britons), bushes, skeletons, causeways, stone walls and pitfalls.

The baddies include top-knotted warriors who stride about quite convincingly, while Artura himself can walk, jump and duck, all the time flinging an endless series of battleaxes at the warriors, ravens, rats and other baddies. He tends to disappear into the background every time he walks in front of anything yellow, which is a pity since most of the walls are yellow.





So, you mosey along, snuffing the baddies and looking out for runes. These are found lying around (as priceless mystic runes always seem to be in this sort of game), and on picking them up, they appear in your inventory box. This is just below the obligatory energy bar which displays your falling vigour.

On reaching a doorway you can move forwards or backwards into it, to flip to another screen. Mapping doesn't seem too complicated, but you have to find all the runes on one level before you can use the Wheel to teleport to the next. Since some of the runes lie behind forests of spikes, or, in one case at least, a pitfall into what seems like an inescapable rat-infested dungeon (a bit like EMAP towers.) However, if you face doom, all is not necessarily lost. The runes you collect on your travels are all in halves, and if you can combine two halves of the same colour, you get – what? Yes, a whole rune. To do this you press R to go into "rune mode", which allows you to shuffle the halves around using a pointer. The different runes have different magical powers, some of which may help you out of a sticky spot. Or not.

The music's OK, the spot effects are OK, and there are some clever graphical touches such as the way you turn into a bird and flap away when you get snuffed. Unfortunately, nothing in **Artura** hasn't been done better before – notably in Gargoyle's series **Dun Darach**, **Tir Na Nog**, and the sci-fi follow-up **Marsport**. Not a compulsory purchase■



ARCADE REVIEW

FAX BOX

ARTURA *Label:* ***Gremlin Graphics*** *Author:* ***In-house*** *Price:* ***£7.95*** *Memory:* ***48K/128K***
Joystick: ***various***

Run-of-the-mill historical arcade adventure

Reviewer:

GRAPHICS	SOUND
58	58
60	56
PLAYABILITY	LAST ABILITY

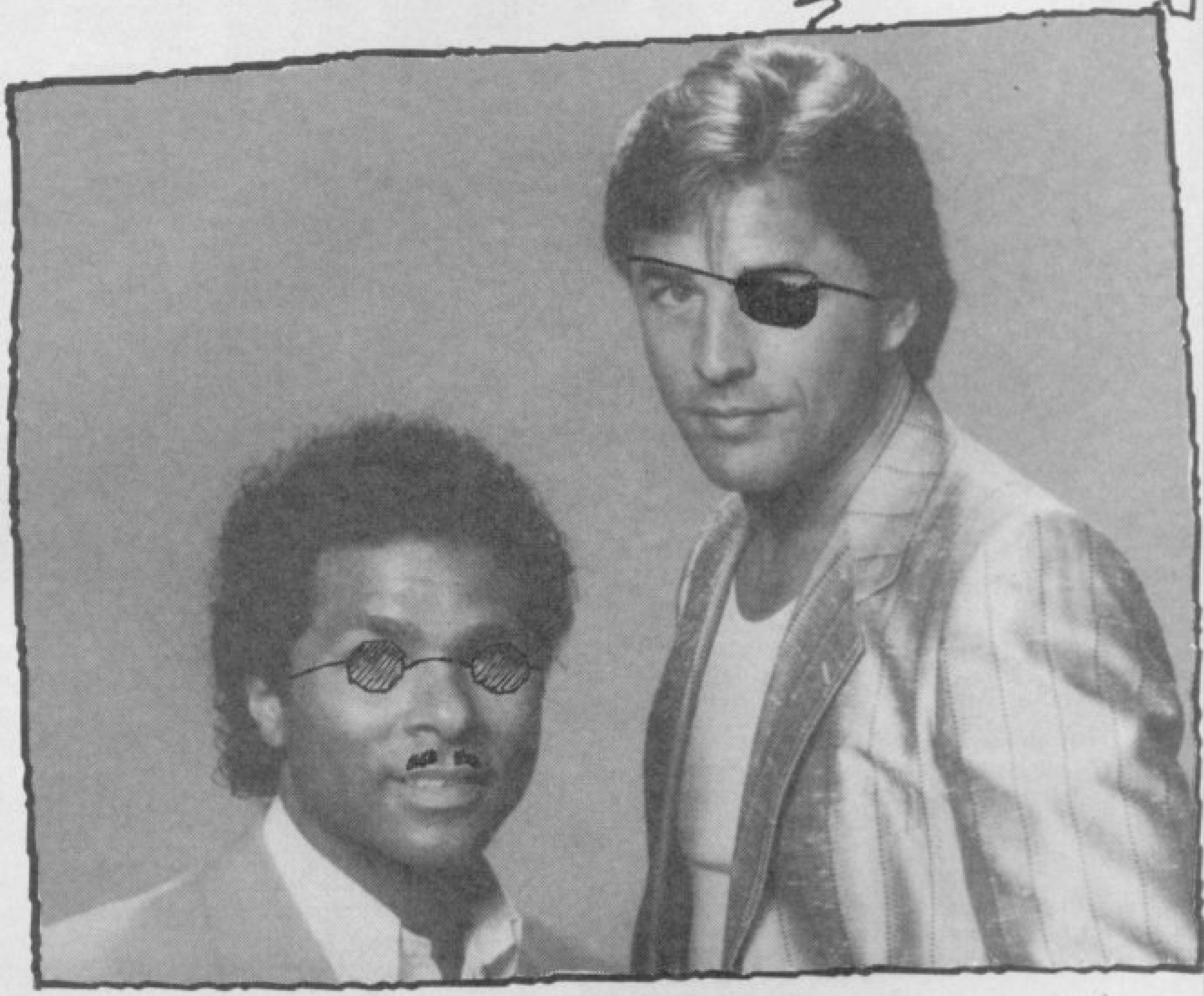
OVERALL **59**



CODE TALK

Mystery upon mystery! The Light have just burst onto the software scene with a shining (yak yak) example of their talents, Rex. **But who on earth are they and where do they come from and why are they, well, why are they called The Light?**

The boys they call The Light. Only Richard and Neil agreed to appear. For reasons of their own personal privacy, we have concealed their identity.



THERE ARE THREE OF THEM!

There are three of us. Myself – Neil Harris, Richard Allan and John Anderson.

THEY USED TO BE WITH THE BIG BOYS

We worked for IBM for a couple of years after leaving school. We got out of there about six months ago and decided to get a games development team together. Richard does the graphics and John and I do the coding.

THEY'RE DAMNED QUICK LEARNERS!

After we left IBM we had a look at the Z80 and got to grips with it in a couple of months.

HEALTH FOOD? SHMEALTH FOOD!

I like Chinese take-aways, John goes for Italian mainly and Richard will eat anything.

THEY STILL REMEMBER ULTIMATE

Favourtie game? We all thought the **Ultimate** stuff was pretty good, but I think that **Roller Coaster** from Elite was the best I've seen.

INSPIRATION? EASY!

We just thought about the sort of game we'd like to play. The most important factor was that it shouldn't be too difficult or too easy. Lots of games seem impossible when you start. We also wanted to do something original.

SQUARE EYES OR WHAT?

We all like movies. The best one I've seen recently was Hellraiser. Richard loves Steve Martin stuff. Sci-fi stuff appeals, both movies and books.

THEY GET THEIR MOTORS RUNNING(?)

Cars? Yeh. We all drive. I've got a Sierra and John's got a Cavalier and Richard an XR3i.

THEY LIKE ALL KINDS OF CRAZY MUSIC!

We got pretty varied musical tastes from Queen, to Billy Bragg, The Housemartins and even Jethro Tull.

AND THEY WANT TO BE POP STARS!

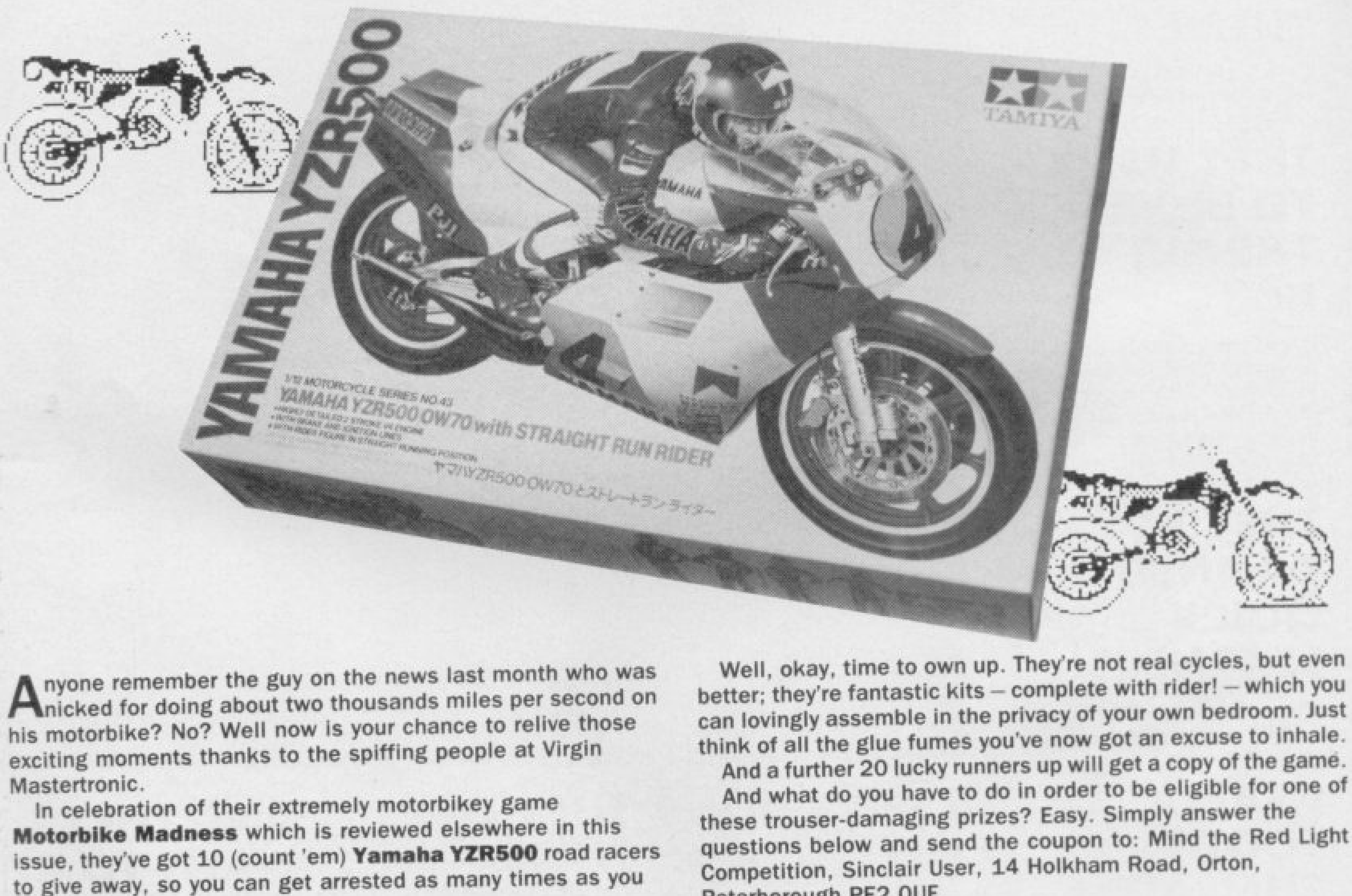
If we weren't programming, we'd probably still be stuck at IBM, but I think we all secretly want to be pop stars. Richard has a longing to be a movie director, though.

THEY'RE CONTRO-VERSIAL BLIGHTERS!

The worst game I've ever seen? **Cybernoid II.** It's just a rehash. Same game, different graphics.

COMPETITION

MOTORBIKE MADNESS



Anyone remember the guy on the news last month who was nicked for doing about two thousands miles per second on his motorbike? No? Well now is your chance to relive those exciting moments thanks to the spiffing people at Virgin Mastertronic.

In celebration of their extremely motorbikey game **Motorbike Madness** which is reviewed elsewhere in this issue, they've got 10 (count 'em) **Yamaha YZR500** road racers to give away, so you can get arrested as many times as you like.

Well, okay, time to own up. They're not real cycles, but even better; they're fantastic kits – complete with rider! – which you can lovingly assemble in the privacy of your own bedroom. Just think of all the glue fumes you've now got an excuse to inhale.

And a further 20 lucky runners up will get a copy of the game.

And what do you have to do in order to be eligible for one of these trouser-damaging prizes? Easy. Simply answer the questions below and send the coupon to: Mind the Red Light Competition, Sinclair User, 14 Holkham Road, Orton, Peterborough PE2 0UF.

The Questions

1) How many wheels has a motorcycle got (excluding stupid moon-hopper things)?
2) How many times is the word Motorbike mentioned in the title of Mastertronic's new motorcycle game?
3) Name the old film starring Dennis Hopper choc full of motorcycles

Name: ....

Address: ....

....

1) ....

2) ....

3) ....

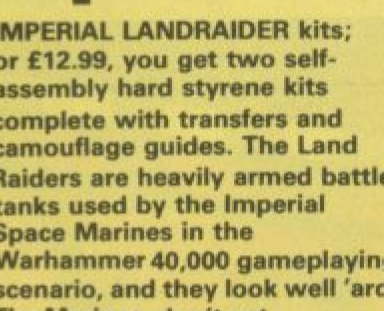
No employees of EMAP, Virgin Mastertronic or anyone else may enter this compo. (Ha ha, only joking. You know you're all welcome here at SU!)


THE ARCADE COMPILATION OF THE YEAR
TAITO®
COIN-OP Hits
© TAITO CORP. 1987
RASTAN The Warrior King. Lands that produce men of legend, dragon slayers, lie in his shadow – guardians of evil fear his fire spewing sword, the axe he wields as swift as lightning. State of the art programming makes a true simulation of the Arcade for your home micro, enjoy superb graphics and realistic action as RASTAN takes on a world of dangers – magical wizards, fire breathing lions, bats, snakes, skeletons and finally the living dead. Is it more than you can handle?
© TAITO CORP. 1987
SLAP FIGHT You are the pilot of the Slapfighter and must destroy the evil alien swarms which confront you, wave after deadly wave on the ever hostile planet of Orac. To aid you in your challenge collect icons and substantially increase your fire power and speed. Superb graphics and split second timing give this game an addictive edge.
© TAITO CORP. 1988
RENEGADE REBEL WITHOUT A CAUSE? In the knife-edge world of the vigilante there is no place to rest, no time to think – but look sharp – there is always time to die! From the city subways to the gangland ghettos you will always encounter the disciples of evil who's mission it is to exterminate the only man on earth who dares to throw down the gauntlet on their path – the Renegade. PLAY RENEGADE...PLAY MEAN!
© TAITO CORP. 1987
ARKANOID The era and time of this story is unkown. After the mothership "Arkanoid" was destroyed, a spacecraft "Vaus" scrambled away, only to be trapped in the void... You control the Vaus and have to penetrate 32 levels and then confront the "Dimension Changer" whom you must destroy in order to reverse time and resurrect the "Arkanoid." Frantic action and split second timing combine to produce the most addictive and compulsive game.
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FLYING SHARK HOT FROM THE ARCADES. Flying Shark is the definitive conversion of this shoot-em-up, chart-topping classic hit from Taito. Develop your strategy as you face swarms of enemy planes, tanks, gun emplacements and a host of sea-borne craft as you bomb, blast and battle your way into arcade history.
© TAITO CORP. 1986.
ARKANOID REVENGE OF DOH. Eons have passed...yet despite apparent annihilation in the original ARKANOID game, Dimension-controlling force "DOH" has come back to life, and occupying the huge space-craft ZARG, has entered our Universe. ARKANOID type space-fighter MIXTEC runs through long forgotten computer data until it finds the answer to his threat..."VAUS 2" is launched and speeds towards the threatening alien presence, before it can extract its revenge..."The Revenge of Doh"
© TAITO CORP.
BUBBLE BOBBLE TAITO'S NO 1 ARCADE HIT IS HERE! Meet Bub and Bob, two of the busiest beasties you ever saw, as they battle their way across 100 levels of controlled chaos in search of their girlfriends (ahhh!). Jump around picking up goodies and secret weapons as you seek to outsmart your enemies, but beware...hang around too long and you'll face Baron von Blubba, from whom there's no escape!
© TAITO CORP.
LEGEND OF KAGE Legend has it that long ago in Japan the beautiful Princess Kiri was kidnapped by the evil Dragon King, and Kage, a young ninja who was walking with her in the forest at the time, was given the formidable task of rescuing her. You must help Kage in his quest through the forest to the Dragon King's palace, gain entrance, find Kiri and take her to safety, while avoiding the Dragon King's ninja guards.
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Big weapon from Games Workshop!



A whole sackload of new Games Workshop products landed in our fairy dell the other day. For a start there were the IMPERIAL LANDRAIDER kits; or £12.99, you get two self-assembly hard styrene kits complete with transfers and camouflage guides. The Land Raiders are heavily armed battle tanks used by the Imperial Space Marines in the Warhammer 40,000 gameplaying scenario, and they look well 'ard. The Marines don't get everything their own way, though; they're up against the ELDAR HARLEQUINS, a set of



18 white metal miniatures of the most fiendish and colourful alien adversaries. £9.99 for the set.

Last on the list is CATACOMBS, an expansion set for the DUNGEONQUEST role-playing game. You get lotsa map cards, counters, room plans, rulebooks and dice for your dosh, but remember that you need the original Dungeonquest set to play.

All the new products are available from your local games specialist, or you can get a catalogue from Games Workshop, Chewton Street, Hilltop, Eastwood, Notts NG16 3HY.



WARHAMMER 40,000



OUTL



VIDEO REVIEW

LOST BOYS

"People are strange" goes the song. Well yes indeed. Especially if you've just moved to Santa Carla with your Mom and kid brother in searc' of rest and relaxation only to discover that – gawk! – it's the murder capital of the world!

Why is everyone in the seasic town getting topped? Who are those spooky (though well dressed), bike riders, and what about that dark-haired foxtress with the funny blouse? And what on earth are the boys in the comic shop blathering about?

Vampires. That's Santa Carla's growth industry, the spooks are led by peroxide blonde Keifer Sutherland and do their utmost to recruit Michael and his brother to their nocturnal number.

Lost Boys, like Near Dark before it, is an extremely watchable psuedo-horror affair. In places it gets pretty damned messy, but never actually frightens you. The vamps' lifestyle is very appealing "Sleep all day, party all night. Never grow old, never die." Until the rather splashy business of "feeding" comes to light.

The special effects are thankfully restrained, and by some clever camera work we're saved any embarrassing Superman-style flying sequences.

Lost Boys is definitely worth a rental. Even if you're no teen-rocker-vampire fan it's worth it simply for the one liners. "You're a bloodsucking vampire, Michael! Ooh, you wait til Mom finds out!"

D'ya wanna be in our gang? No thank you. ▼



ROBO COP

"Drop it! Dead or alive, you're coming with me". A classic line if ever I heard one, spoken by a classic guy. The first ever fully self-sustaining, intelligent, bullet-proof police officer.

Officer Murphy, KIA by a band of merciless cop killers and

ANDS.

DILLON GOES TO WEMBLEY/PART II ▶

KISS have been described as the best live band ever by quite a few people, what with their flare-launching guitars, flashpots and levitating drum kits. What was at Wembley? Six flashpots – six! That was it.

The sound, on the other hand, was incredible. I was lucky (unlucky?) enough to have near-enough front row seats, and my ears rang for 3 days afterwards.

All the old favourites were there with a couple of additions. From the pure solid vocal strength of *Lovegun* and *Lick It Up*, to the simple brilliance of *Cold Gin* and *Firehouse*.

If you find you like the sound of a KISS concert you can see them on the *Crazy Nights* video (13 mins, 15.99 (PMV)) or check out *KISS-Animalize Live Uncensored* (89 mins, £9.99 (PMV)).



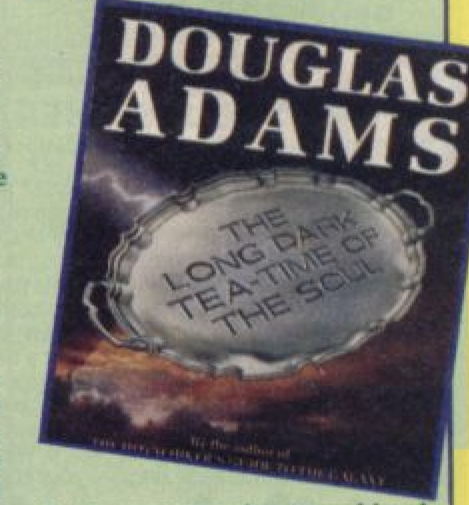
drug dealers, brought back to life minus all major limbs and appendages by the company that has bought, and therefore has full control over, the Detroit Police Department.

Unfortunately when they wiped his memory, they didn't remove the mental scars of his grisly death. **Robocop**, the movie, follows him through his mental awakening and then onto his final revenge.

Robocop is a great film, with some terrific special effects, though I did find it a little marred by the over use of violence. I enjoyed it thoroughly, and I'm definitely keeping the tape, but do we really have to see his hand explode like a McDonald's strawberry milkshake that's just been jumped on. Yes? Oh well, Que sera sera.

Robocop is released on 11th November by Virgin Vision. Definitely one to rent.

The Long Dark Tea-time of the Soul



TLDTOTS **follows on from where *Dirk Gently's Holistic Detective Agency* left off, or rather, a little bit later on. Well, actually, the only linking themes between this and Dirk Gently's are the lead character and the humour.**

Tea-time **is Adams in the best form yet. Sharp, funny, biting, painfully easy to relate to and very, very ingenious.**

As normal in an Adams novel, there's one overall theme, and an amazing amount of sub themes, which almost miraculously come together about half way through the book. A woman searching for a man she met at Heathrow airport, the inexplicable sudden combustion of Terminal 2, a war between Odin and his rather dim son, Thor and the murder of Dirk Gently's clients (billed as suicide by the police. Well of course it was. All the doors were locked from the inside and there was no sign of entry. The fact that the victim's head had been removed from his body and placed on the rotating platter of a record player didn't come into it.) all as detached from each other in the first few paragraphs, as my blood line connections to the royal family, some come together in a way that makes you go 'Of course, why didn't I think of that?'

Douglas Adams' best one yet. Did you know that he got paid £1.2 million for this and *Dirk Gently's Holistic Detective Agency*?

The Long Dark Tea-time of the Soul **is available at time of going to print and costs £10.95. It's in hardback only at the moment, though Pan books will be doing it in paperback early next year.**

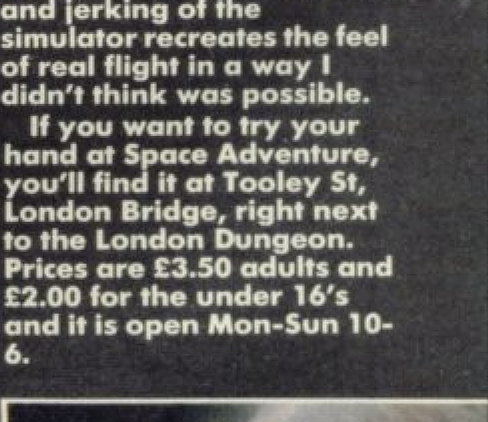
DILLON GOES TO MARS

You can spot Space Adventure 3001 quite easily by the large Apollo rocket hanging above the entrance.

Once through the entrance, you are tranported to a futuristic looking area of a Space launch pad. After paying your fare, you are shuffled into the departure lounge, where you can watch videos of old space footage while you wait for your flight to be called. When called, you are ushered into the craft itself and are asked to strap yourself in. Once the main screen has been opened, you take off and enjoy a glorious flight to Mars, via the Moon.

Sounds like I'm talking rubbish, doesn't it? Well, I'm not. I have really been to Mars, at least, my body thinks I have. You see, the spacecraft is actually an 80 seater hydraulic flight simulator. The 'view' through the main visor is only a film but watching it, coupled with the swaying and jerking of the simulator recreates the feel of real flight in a way I didn't think was possible.

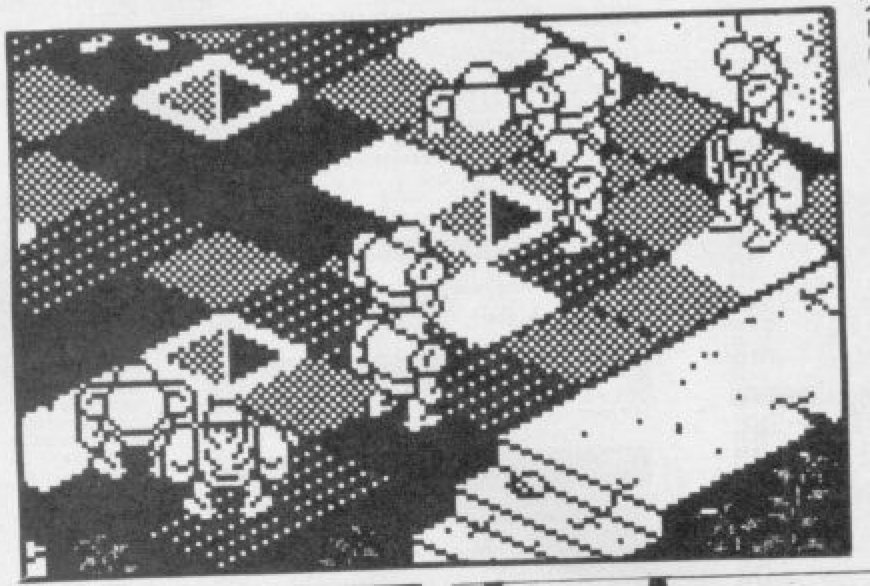
If you want to try your hand at Space Adventure, you'll find it at Tooley St, London Bridge, right next to the London Dungeon. Prices are £3.50 adults and £2.00 for the under 16's and it is open Mon-Sun 10-6.

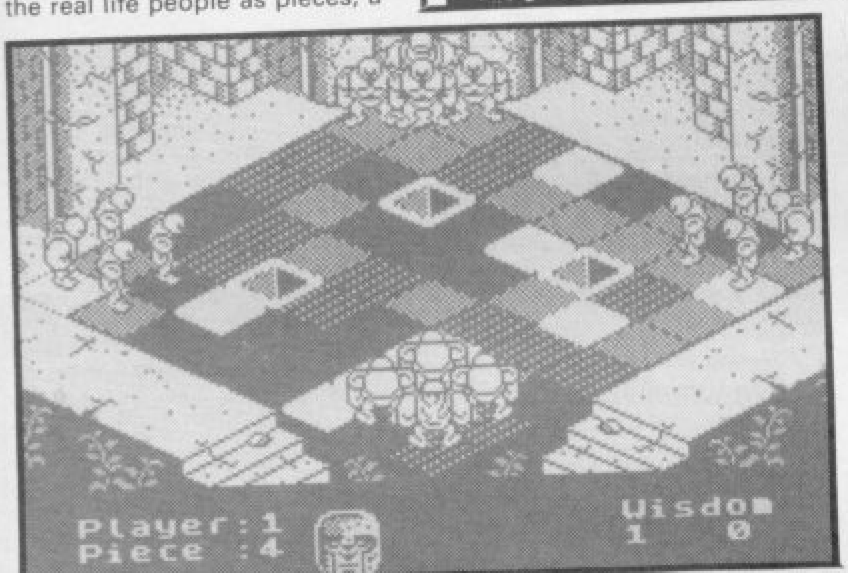


POWER PLAY

Powerplay describes itself as the game of the Gods. Most people would automatically take that as a piece of biblical blasphemy on behalf of some PR person trying to imply that the great one himself spends his rainy afternoons playing this game. That is not the case. By 'Game of the Gods', Players actually mean the game played by the Greek Gods, ages and ages ago, up on Mount Olympus, simply because they had nothing better to do.

You know the game I mean. The strange chessboard with the real life people as pieces, a little like the game played by Chewbacca and C3-P0 on board the Mellenium Falcon in *Star Wars*.

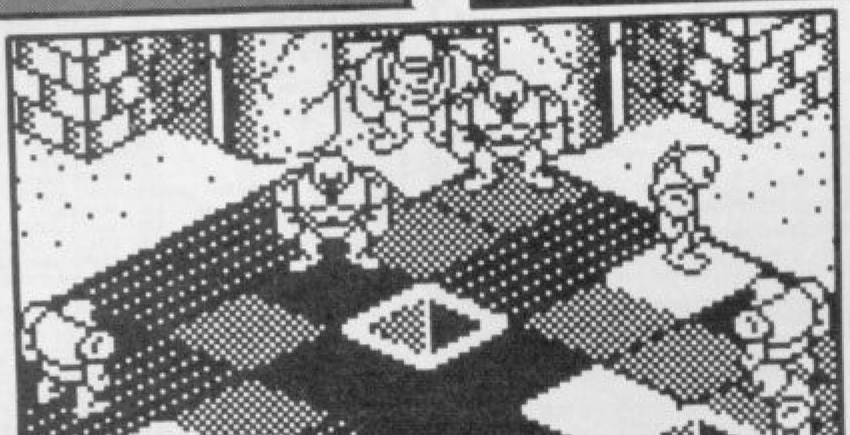




The basic aim is to try to win control of the board by successfully removing all your opponent's pieces. To do this, you have to answer some trivia questions. Oh no! not another **Trivial Pursuit**! Aaargh!

Well, OK, maybe it is a little bit Trivial, but it's a lot more fun than the former could ever be. Two to four players are gathered round a square board, divided into 100 tiles, each one shaded any of four patterns. The reason will become clear later.

Each player has an army in one of the corners. Well, by an army, I mean four characters; three Hercules and a Cyclops. Before I go on, I might as well explain the ranking system. There are four ranks in the game, going from Hercules (bottom) through to Cyclops, Minotaur and finally Satyr. The whole point behind gaining rank is so that you can live longer. More later.



As I was saying, each character starts with three Hercules and a Minotaur, and each player can move one character per turn.

Before a character can be moved, he has to answer a Trivia question. The type of question depends on which tile he's standing on. A plain tile denotes a general knowledge question, a solid black tile denotes history and geography, a check tile is science and technology and a striped tile is sport and leisure. The question is displayed along with four possible answers. The player has to decide which is correct and press the appropriate button in the time limit provided. What level of question you get is completely random. (Though more often than not, it's ridiculously easy). Should the character answer the question right, he is awarded a number of wisdom points and is then allowed to move in any of the eight directions.

Should a character accumulate 25 wisdom points, then he is allowed to mutate to the next rank. If he chooses to do so, then he spins in a dizzying manner, his wisdom points are returned to zero, and when he stops rotating, he's the next rank up.

The whole point of rank comes when challenging an enemy piece. When you are given the option to move, after correctly answering a question, you can challenge any enemy pieces adjacent to you by trying to move onto the square they're occupying. The computer gives you a random question, and the two players involved have to try to press the right button to answer the question. If one player answers incorrectly, or the other player answers first, then that player goes down one rank. Should that player already be bottom rank, then they are destroyed and removed from the game permanently. Now you see the importance of getting rank.

ARCADE REVIEW

FAX BOX

POWERPLAY** Label: **Players** Author: **Andy Severn, Colin Swinbourne** Price: **£1.99
*Memory: **48K/128K** Joystick: **various***

GRAPHICS	SOUND
84	??
81	86
PLAYABILITY	LAST ABILITY

A nice mix of trivia and Greek mythology. A snip at the price

Reviewer: Tony Dillon

OVERALL **84**

10 20 30 40 50 60 70 80 90

The graphics are fab. Large and detailed, each character is both recognisable and distinctive. The forced perspective works well and the animation is first rate. I like the way your man leaps up and down when you are selecting your player as if to say 'pick me, pick me'.

Powerplay. Not just another trivia game. A well wicked budget game. Be a devil (snigger), go out and get the Game of the Gods. It's just like heaven (titter). (Tony, cut out the God-related puns now! – GT SU's very own Odin.)■



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GRAHAM

FOOTBALL MANAGER 2

After reading your review of FM2 I bought it, loaded it, threw it around in disgust and then took it back for a different game. You don't often make mistakes, but didn't you mean 0.8% for the sound (beep) and 6.8% for the amazing graphics? I have to agree with your lastability mark as it takes 99% of the day to finish one season. I wonder how much you got paid for giving this drivel such a great review, or was Graham Taylor just stone drunk at the time? I honestly think I would rather play **Soccer Boss!** I think this means you owe me £10 for the game and at least another £5 for the inconvenience . . .
Simon Brown
Letchworth
Herts
Putting his fiver towards: Operation Wolf

● *Not so much stone drunk, just . . . well . . . merry. Sorry we can't come up with £10 for the game, but at least your £5 will ease the pain. But if Taylor, who knows nowt about footie, likes FM2, then it MUST be good. I think.*

GARFIELD

How dare you, Graham Taylor, give **Garfield** ten stars, when the most I would give it would be 5? It has QUITE good graphics, but is very boring in black and white. You couldn't have asked for a more boring game. The only good part is when you kick Odie up the bum. Come on SU, you CAN'T give **Garfield** a Classic.
Robert Harvey
Fife
Putting his fiver towards: Karnov

● *But we are, and we can, and we did, and we do, so there. Garfield was one of those rare games where the whole is more than the sum of the parts, he said in such a way that everyone thought he must be very wise.*

HOTSHOT

What a load of rubbish mate! You want your head testing, Jenkins. What a nut! 91 for **Hot Shot** – Minus 91 more like. This game is really rubbish. I mean, you gave us a preview free on Megatape 5 with the brillo **Bratattack.** Come on mate, you can do better – please!
Mark Ford
Denton
Manchester
Putting his fiver towards: Usagi Yojimbo

● *It would be nice to be able to award minus scores sometimes, but what happens when you get below minus 100? Does the game collapse and become a black hole, sucking the whole magazine into itself? Sounds a bit risky to me.*

CHRIS



CYBERNOID

I have the one billion dollar question to put to E.T. features (otherwise known as Chris Jenkins). 1) Did you get drunk before playing **Cybernoid 2?** 2) If not then why did you give it only 92%? This game is mega-mega-mega cool. Tourists flock from all over the universe just to see it, and they pay large amounts of money just to play it for one second. You must be mad only giving it 92%, but I still like your mag (slurp!). PS If you do not print this I will feed all my SUs to next door's cat.
Scott McKellar
Erskine
Putting his fiver towards: Operation Wolf

● *First, that's two questions. No, I wasn't drunk but I did have toothache. Two, I gave it 92% 'cos that's how good it is. Since I answered the questions, don't you owe me a billion dollars? I'll be down to collect the day after tomorrow. Incidentally, the resemblance to E.T. has been mentioned before, but I maintain it's not my best profile. Awrrrk! Phone home!*

EVERY SECOND COUNTS

Chris, what possessed you to give **Every Second Counts** 54%? It doesn't even deserve 5! It's about as thrilling as watching paint dry on a white wall, and has the playability of Monopoly without street names. And it's SO BORING! It deserves to be on the dung heap where it came from. Bad review!
Andrew Coates
Croydon
Putting his fiver towards: Operation Wolf

● *I'm very upset. Just for once I decide to err on the side of generosity, and I make allowances for the fact that some people LIKE incredibly boring quiz games, and I get mercilessly machine-gunned. Tch.*

ROADBLASTERS

Is Chris Jenkins on glue lad? (Yes – GT). I mean his review of **Roadblasters** is far too low. It deserves at least 90% just for the lastability, and should be a Classic.

Please get rid of Jenkins, as he doesn't know what he's rambling about.
Paul Sharratt
Leicester
Putting his fiver towards: Operation Wolf

● *I dunno, there's no pleasing some people. I thought Roadblasters got a pretty fair mark. Please don't turn me out in the street, I'm too old and hopeless to find anywhere else to go. Pass the Bostik*

INTENSITY

On September 8th, I purchased Your Sincalir (and you admit it??? – GT) and read the review of **Intensity.** On September 16th, I purchased Crash (Heresy! Sacrilege! – GT) and read the review of **Intensity.** On the 19th I went out and bought **Intensity.** I then played it, and it is absolutely fantastic. Three days later, I buy SU, and you have given **Intensity** only average marks. I am lucky I buy all three Speccy mags; if I just bought SU I would not have had the pleasure of playing **Intensity.** Your reviews are badly on the decline and if you don't kill yourselves and let another set of reviewers run the magazine, I shall go and ******* in a yoghurt pot (and stop buying SU also). By the way, **Deviants** is brilliant.
Sholem Lenkiewicz
London
Putting his fiver towards: Gold, Silver, Bronze

● *Well, you can guess which bits of your letter we agree with, and which made us run away blubbing. On balance we've decided that we won't kill ourselves, but we will hide our yoghurt in future.*

ALIEN SYNDROME

How could that Jenkins bloke give such a naff game 89%? I am of course, writing about **Alien Syndrome,** one of the worst games I've played since I bought my Spectrum six months ago. The graphics are only mediocre, and the scrolling is the worst I have ever seen. The extra weapons are mostly useless and the end of level guardians look more like blue and yellow blobs than "obscene masses of quivering protoplasm". The two player option, while quite good fun adds little to the atmosphere. In a nutshell, **Alien Syndrome** is no more than a **Gauntlet** rip-off with a few frills. Think twice before you buy this game.
Andrew Robinson
Whalley
Lancs
Putting his fiver towards: R-Type

● *Is it really necessary for me to point out that Andrew comes from Whalley? OK, Syndrome is based on the same idea as Gauntlet, but as I pointed out, it feels completely different because it's not just constant shooting. As for the scrolling, if you've never seen anything worse than this, you're very lucky. Considering the area that's being scrolled, it's great, so nyeh nyeh nyeh.*

The WRITE STUFF?!



TONY

DALEY THOMPSON '88

72%! 72%! Tony needs to have his glasses fixed, 'cos it should have been 92%! I thought you great guys would be sensible and give **DT '88** a Classic, but oh no! TD thought he'd be clever and write the review without his glasses on. The grafix and animation could knock out any humble Amiga owner, the 128K sound is just like the audio cassette you get with this mega classic game, but the game is so hard! This should have been a nominee, if not the winner, in the game of the decade awards!
Bobby Singh Dohil
Ilford
Putting his fiver towards: Operation Wolf

● *That would just about make it the best game ever in the world space, wouldn't it? In which case it should have got 100%, shouldn't it? In which case your suggestion of 92% couldn't possibly be enough, could it? So you must be completely bonkers, QED.*

DROIDZ

Hey! Who is this maniac bed-wetting rosla who thinks **Droidz** is good? 91 out of 100? Pheeoo! Someone printed a 9 instead of a 0, didn't they? So crap, unplayable **Droidz** is better than amazing, addictive **Marauder** and brilliant, even more addictive **Bionic Commando,** is that what you're tryiung to tell me? Because you know you've got a disgusting taste in games ane everyone will disagree, probably.
Leigh Loveday
Port Talbot
Putting his fiver towards: R-Type

● *Dillon gets the blame for this one. His signature fell off the review because it was too disgusted with itself to live. Still, what exactly is a rosla? We'd like to know, see, before we decide whether it's an insulting enough term for the Dildoid.*

TARGET RENEGADE

Wow! Jim has finally got a review right. (Thanks a bunch – JD). Giving **Target Renegade** 10 stars was the most sensible thing he has done this year. The graphics are mega cool, playability and colour are brill. OK, I admit it's easy, I completed it after six goes (boast boast). Even if you can complete it, it will have you going back for more. **Target Renegade** is a must for all you punks out there – it's a vast improvement on **Renegade.**
Asim Waseem
Swansea
Putting his fiver towards: Operation Wolf

● *FINALLY got something right? FINALLY got something RIGHT? I was under the impression I was ALWAYS right. Still, it's nice to have your opinion confirmed by the faithful readers.*

BIONIC COMMANDOS

You silly people, you should have executed Jim Douglas ages ago. (We tried – GT). Jim, how could you give such a well 'ard game as **Bionic Commados** seven measley stars? Oh yes, in the review you said that it wasn't crap; of course it isn't crap, who do you think you are? The 128K tunes are totally wicked and the sound effects are good too. If you've got enough dosh stashed away, buy this, it's a very good game.
Ricardo Griffin
Eastbourne
Putting his fiver towards: R-Type

● *I don't think good 128K music and a few blobby sound effects makes it worth more then seven stars. You gotta look at the gameplay; I did, and there was about seven stars worth. Simple, yes?*

MARAUDER

Flurgelinklesplurgaroonie! I (myself and nobody else) have just been playing **Marauder** for 8 hours 37 minutes straight! I even forgot to go to school! My mum has called the men in white coats, and they're coming down the path now so I had better make it short. 90%? It's easily the best vertically scrolling shoot-'em-up I have ever played (and I've played quite a few. It deserved a Classic (at least!)

The graphics are some of the best I have ever seen on ye olde Speccy, and the sound on the 128K is amazing. It is the most addictive game I have ever played. 80 out of 100 for addictiveness? Jim Douglas should be hanged, drawn and quartered. And . . . ARRGH! They've got me! (Can I play **Marauder** in my cell? What? Then I'm going to shoot myself. Blam!!!)
Alan Davey
Farnborough
Putting his fiver towards: Action Force

● *Hanged, drawn and quartered just for giving a game only 90%? What would you do to parking offenders, or people who returned their library books late? I dunno, sometimes I think we're catering to an audience of right wing authoritarian loonies. Never mind, eh?*



JIM

Every so often – well very often actually – you write to tell us that we know nothing about anything and insist that some program we trashed is actually the best game ever. Conversely you blast us for saying something is great that you absolutely loath and detest.

Enough is enough. We can't take any more, if you think you're as clever you write the damn magazine. We mean it!

Every month we'll devote a page to a selection of your opinions on the latest software. Don't get mad – write the review you think the game should have received and we (subject only to space) will print it.

Now, aside from seeing your work in print we will send you a crisp £5 – or cheque – to put towards the software title of your choice – tell us what you plan to spend the money on if your review is printed.

You've probably noticed that we don't print pictures any more, so you can stop sending them. Jim only sticks them on his typewriter and burns a hole in them anyway.

So get cracking – write your reviews and send them together with the completed coupon below.

YOUR REVIEWS

Maximum 150 words. No swearing, libel or illegibility and come out of the corner fighting. Don't beat around the bush – tell us straight what you think. Send your review (or any recent game) and fill in the coupon. *Send the lot to The Write Stuff, Sinclair User, 30-32 Farringdon Lane, London EC1R 3AU. EC1R 3AU.

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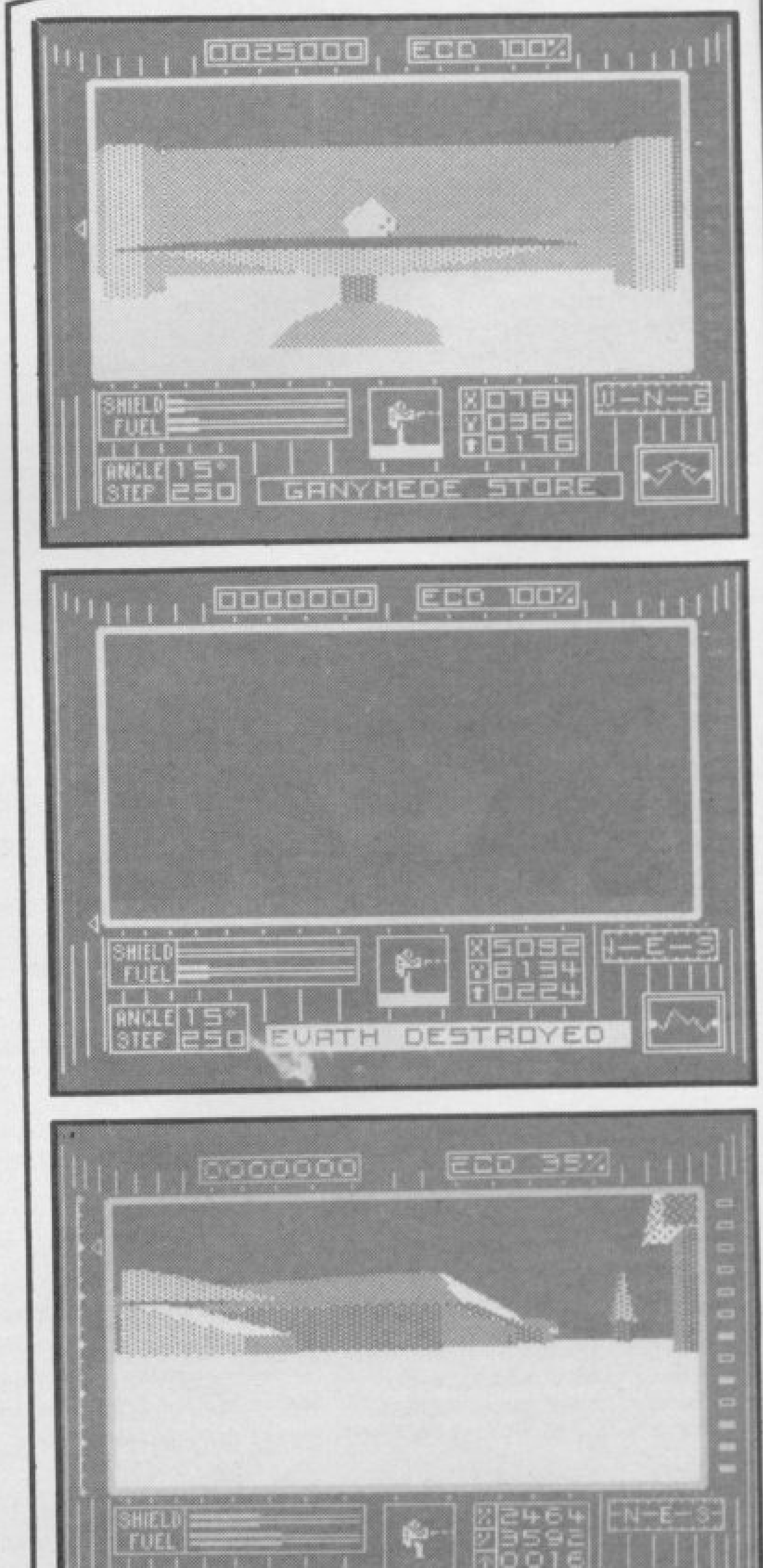
PLUS 3 BONANZA

You'll never guess who won the fantastic +3 from our Dark Side compo. So we'll tell you. It was:

Shane Bigwood, Tareham, Hants.

And the rest of the unsightly lot listed get themselves a poster and a key ring each.

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I was surrounded. A thousand screaming alien goons coming at me from every single angle, wailing and firing and shooting for all they were worth. They never stood a chance. Swift moves and a happy trigger finger despatched the slimebags in an ionised cloud.

Of course, reversing into the ceiling and blowing myself to bits wasn't really a technically strategic move, but, come on – I'm nearly on the second level.

You've already read stacks about R-Type, so I don't need to explain the story. It's enough to say that it's probably the space shoot-out in the arcades, but is it any good on the Spec?

Marvellous. It's all colour and violence and weapons and death and more violence.





You pilot a single-seater spacecraft (which actually looks very stupid) into the heart of an alien planet with a view to destroy the whole place. Along the way, you'll come up against virtually every conceivable form of nasty. Flyers, walkers, shooters and bumpers, weird and wonderful Gigeresque alien constructions and it's just so *fast*.

The most exciting thing about R-Type is the range of weapons available for collection at certain points in the game. By blowing away specific types of bad guys – usually walkers – a jewel will appear which, on collection will produce fantastic effects the next time you hit fire. The extras available include rocket bombs which home in on the nearest alien, reflective lasers which bounce around all over the shop and lots more besides.

The first item to appear after a jewel pick-up is the Probe, a kind of revolving bumper affair which protects your ship, making you immune from head-on collision with aliens. The probe can also be fired off into a high-risk area of the screen to clear a path. Of course, when it's not attached , you're vulnerable.

The level of difficulty is set just right. It's a very tough game indeed, and you'll be lucky to get past the first level after a couple of days, but whereas lots of other shoot-outs rapidly become impossible, R-Type still feels as if it can be cracked if you persevere. Even when you're horribly outnumbered, it is possible to move your way out of trouble.

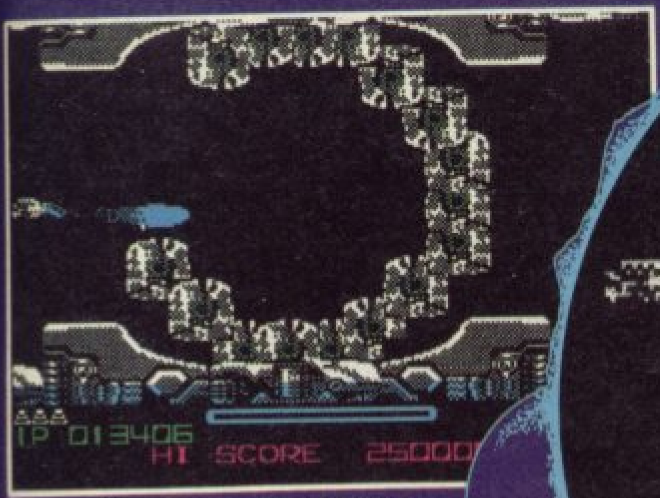
After the initial waves of alien fighter formations, you gradually come into contact with nastier and nastier baddies. Inevitably, at the end of each level, you come across a huge monster which needs a whole cartload of firepower and a lot of strategy to destroy. These are setpieces of the game and they're so absurdly extravagant they'd be silly if they weren't so bloody difficult.

R-Type is a multi-load. After every few minutes of





R-T





scroll (assuming you could fly through unhampered) you have to load the next section. There are eight



levels in all, some of which are combined in one load, others requiring a load a piece.

Personally, I was in danger of spoiling my shirt with bile at the thought of another scrolling space shoot-out, but R-Type proved me wrong, wrong wrong. It's fab. Colourful, action packed and a very faithful conversion. A+■

ARCADE REVIEW

FAX BOX

R-TYPE Label: **Activision** Author: **Bob Pape** Price: **£9.99** Memory: **48K/128K** Joystick: **various**

Possibly the best space shoot-'em-up conversion ever!

GRAPHICS	SOUND	PLAYABILITY	LAST ABILITY	OVERALL
80	70	90	80	90

Reviewer:





TYPE

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The festive season is almost upon us so what better way to celebrate than by giving something for nothing. Well, almost for nothing!

It's competition time for adventurers, and it's a really easy one. All you have to do is come up with a suitable name for my panther, the name I like best wins. She's getting so big now that 'kitty' doesn't suit her any more.

Somewhere on these pages you should find a coupon, entries must be submitted on the official coupon.

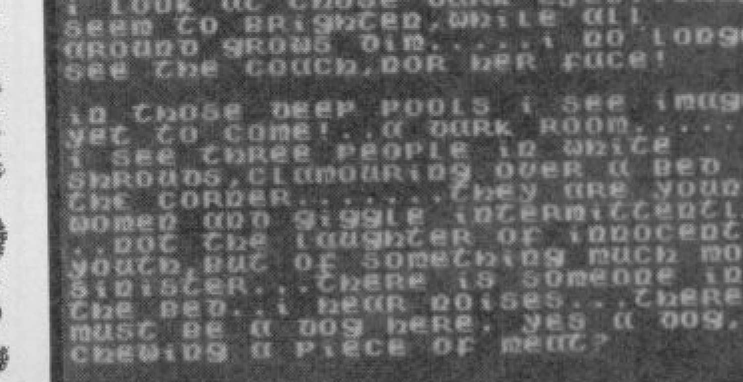
The winner will get a large bag of goodies, including a copy of **Knight Orc**, so it's well worth entering.

And there's more! Not content with giving software away we've also got a couple of special offers for you so that you can save some cash as well . . . What more could you ask for?

Tom Frost of Tartan Software has put together six compilation tapes ranging from the Tartan 5 to the Tartan 11 plus 2. The Tartan 5 comprises **SHIPWRECK, CASTLE EERIE, PRINCE OF TYNDAL, CROWN OF RAMHOTEP** and **PROSPECTOR.** It costs £5.50 which saves you £2.35. The Tartan 11 plus 2 comprise Tartan 5 plus **SIX-IN-ONE** plus **DOUBLE AGENT** and **ESCAPE.** A fantastic 13 adventures for £11.50 saving you £5.25.

If you would like to take advantage of these offers or you would like details of the other compilations then write to Tom, enclosing an SAE, at 61 Baillie Norrie Crescent, Montrose, Angus DD10 9DT.





Tom has also informed me that the **DOUBLE AGENT** competition has been extended to 30th November 1988, so if you're quick you may still be in with a chance of winning £50 for the shortest possible solution.

Lee Hodgson of Essential Myth has also come up with a special off for SU readers. **JEKYLL & HYDE** 48K version on cassette for £6.95 saving you £1, 128K version on cassette for £7.95 saving you £2 and Spectrum Plus 3 version on disc for £10.95, saving you £3. Essential Myth hang out at 54 Church Street, Tewkesbury, Glos GL20 8RZ.

This month I thought I'd give you the opening commands to get you on your way in a few adventures. They are all extracts from solutions sent in by Alan Phillips. Alan took the trouble to look me up at the PC Show to hand in his contribution.

DRACULA PART ONE

East, pay coachman, east, south, examine desk, ring bell, sign register, read register, north, up, unlock door, open door, north, look around, examine table, get lamp, examine drawer, light match, light lamp, drop lamp (placed on table), south, down, east, sit (at table), read menu . . . what follows next depends on your choice of menu so experiment.

S.M.A.S.H.E.D.

Open locker, ask Crank about still, search pit, get money, north, east, nw, south, west, north, north, ask Fake for key, (looks but he can't find it), south, northeast, north (in bar), west (VIP tent), get cat, east, south, southwest, south, x-ray cat, north, west, enter chopper, switch on, pull joystick, (flying over latrine, cat begins to retch and out comes the key – yuk!), land chopper, get key, down, east, south, unlock door (to medical store), west, get syringe, get pills, get catgut, get anaesthetic, get sodium pentathol, east, north, west, south, east . . .

THE CALLING

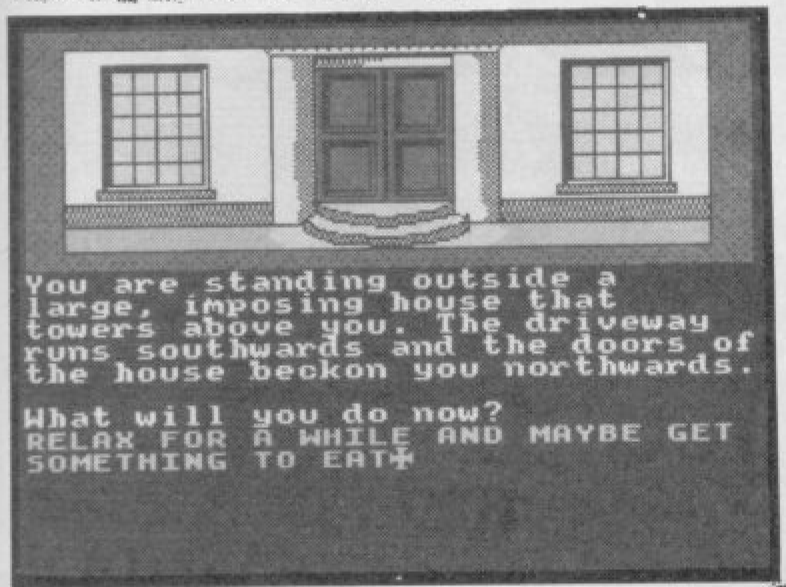
Enter car, get gloves, leave car (hear thunder), north, north (outside house – door is already open), north, examine armour, west, west, play piano, get flute, east, east, north, west, examine hollow, read diary, east, northeast, east (kitchen garden, some hemlock and garlic here) get all, west, give garlic to cook, north (you can't go this way until you've given the garlic to the cook), examine ham (a small chamber has been made in the ham with a knife, if you eat it you will come out in a rash), put hemlock in ham (it is now poisoned), get ham, south, get knife, south, east, east, east, south, south (inside the shed), say to gardener "Hello" (the gardener thows you out), south, kill gardener, look in chest, get paper from chest, read paper . . .

Don't forget to look out for opening commands for Dracula part three next month.

Laurence Jones of Colchester has asked me to recommend a few games for someone new to adventuring, not an easy task as there isn't that much about nowadays that would suit a raw beginner. However, Tom Frost's **SIX-IN-ONE** was written specifically for beginners. The first

HE SORCERESS

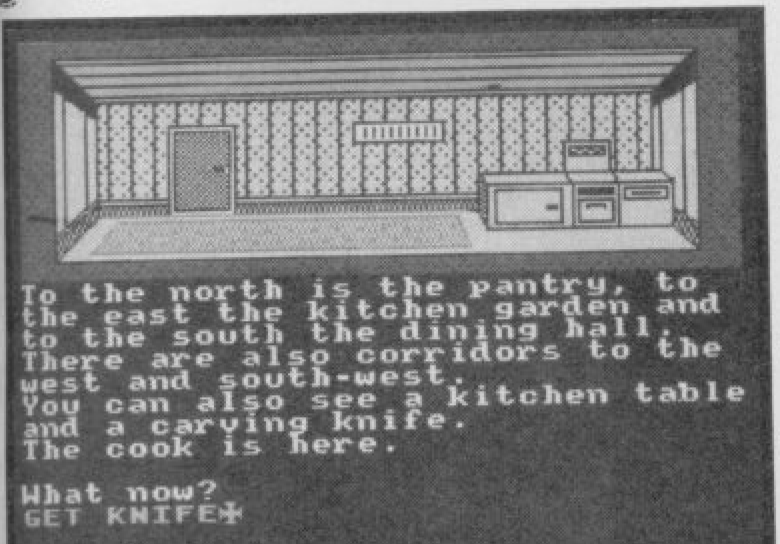
Stuck in a dungeon or helpless at the hands of fetid trolls? Write to The Sorceress SU Priory Ct, 30-32 Farringdon Lane, London EC1R 3AU.



adventure even contains a tutorial to help you about solving it and each adventure after that gets progressively more difficult. The price is £4.95 and I wouldn't hesitate to recommend it.

Occasionally, amongst my mountain of letters, I receive fanzines to look at. One that caught my attention recently is BASIC. It isn't an adventure fanzine as such, but it does have a large adventure section written by The Greenock Gargoyle. The issue I saw had 19 A4 pages packed with adventuring material. If you are interested, the 'zine is issued quarterly and costs £1.10 plus 30p for p&p. Cheques/POs should be crossed and made payable to The ZX Spectrum Club and sent to Kenny Jarman, 18 Poplar Close, Biggleswade, Bedfordshire SG18 9EW.

Gargoyle also writes an adventure section in a Fantasy Role Playing 'zine, namely **PANDEMONIUM** which has been going for about 16 issues and costs 70p from Matthew de Monti, 42 Kings Lane, Little Harrowden, Wellingborough, Northants NN9 5BL.



It looks as if I'll be getting a visit from Ingrid Bottomlow soon. Yes INGRID'S BACK (worse luck), so we'd better try and help you finish **GNOME RANGER** so that you'll be ready for the next onslaught from this 'delightful' young lady.

To find out what your aim is in part three you must examine the gate. This is the mineral part of the game and Ingrid has to return its four gems so that she can return home.

The four gems are a diamond, an emerald, a ruby and a sapphire. The diamond will be found on Cloud 9, to get there from the cairn go west, southwest, west, northwest and nortwest, but you will need help from the Yeti.

The emerald is in the rock garden but you need to solve the rock garden puzzle with a little help from a friend to escape with it.

The ruby is in the debris but you will need two hands to carry it. And, last, but not least, the sapphire is at the far side of the lake. To get this you will need to use an icefloe and get some help from the penguins.

That's it folks! See you next month.

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WITTS END

Thanks to Alf Baldwin for provinding most of the hints this month.

BLACK KNIGHT. In the Church, examine the altar and the carving. Push the angel to reveal a recess, Look in the recess to find a bible. Climb the oak tree to find some mistletoe, then search to find a lodestone. Examine the rushes in the kitchen to find a bone.

GREEN DOOR. Examine the tree and read the notice. Go in the direction given then shout the password you get. In the Green Witch's garden, say hello to be admitted. In the clearing, get the soap and give the hog a wash. Do not touch the umbrella, lightning will strike the metal handle.

RED DOOR. Search the haystack for a needle. Feed the cow with some hay to find a gold coin. Give the scroll to the Soothsayer. He will give you a key and a useful piece of advice. The key unlocks the box in the scarlet room.

SHIPWRECK. You need to tidy your cabin before you can find anything. Read the newspaper in the bar to discover the captain's name. Buy a drink and tip the barman. He treats you to a bottle of beer. Buy a map at the shop.

PROSPECTOR. Start by buying the candies at the general store. Eat the candies so that you have an empty box to carry the nails in. The nails may be found at the rubbish dump. Also get the bag and unravel it to give you a long length of string.

LUDOIDS. To finish the game. AQUA: Go to the store room. Take and wear the life jacket and get the harpoon. Look periscope, turn periscope west to locate the Ludoid city. In the control room, push port control to send sub in the right direction to ram the city. Open the hatch and you'll be sucked out into the water. Shoot the octopus with the harpoon. Wait until the city explodes and press your detonator . . .

SHADES

Arguably, there is one big drawback to playing games by mail – the wild wacky antics of Her Majesty's Postal System.

There's not a single PBM player that hasn't, at some time, had vital orders go astray, or had to wait, and wait, and wait for restults to arrive. Then, on the other hand, playing face to face has its drawbacks, too.

The game may be many miles away in any case – so periods of arduous travel are necessary to get involved . . . and it becomes a bit frustrating when you are knocked out in the first three turns – having travelled across several thousand miles of pack ice to play in the first place.

Then there is the problem of actual interpersonal relations within a live group. It's easy to intimidate other players in a game if you have an aggressive literary attitude and are 6' 1". Not so easy if you are five foot one and looking up at this six foot seven Yeti that has just appeared with a freshly killed headless ferret under his arm. And then there's interplayer violence itself. Of course, beating adversaries and unreliable allies to a messy pulp is strongly discouraged in PBM circles – but thank heavens it's usually made so much harder by the fact that the combatants are usually separated by two or three counties.

From personal experience I can tell you that, on occasion, face-to-face games can get a little heated – and while it's always nice to see the Youth of Today letting off a little steam in boistrous fashion, when you're on the receiving end of an authentic Glaswegian Kiss it kind of alters your perspective.

Problems, problems. If the Royal Mail don't spoil your fun, the sociopaths will. But never fear – technology has



the answer to hand with on-line games such as **MUD** (Multi User Dungeon) and **Shades** . . . the Micronet Multi User on-line game that Telemap claims clocks up around 4,000 hours per week in total. And that's quite a lot.

On-line games, for those who might have spent the last 14 years with their heads in a bucket, are played via a modem, linking your Speccy into a mighty mainframe machine . . . well not only yours, actually, but in the case of **Shades,** up to 128 happy users.

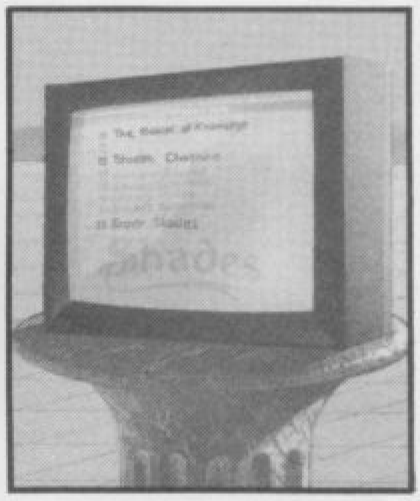
You play the game while the other users are also playing it – and you'll meet them, talk to them, and sometimes be brutally maimed by them – but there's no waiting for orders to arrive and the embarrassment of personal contact is avoided completely.

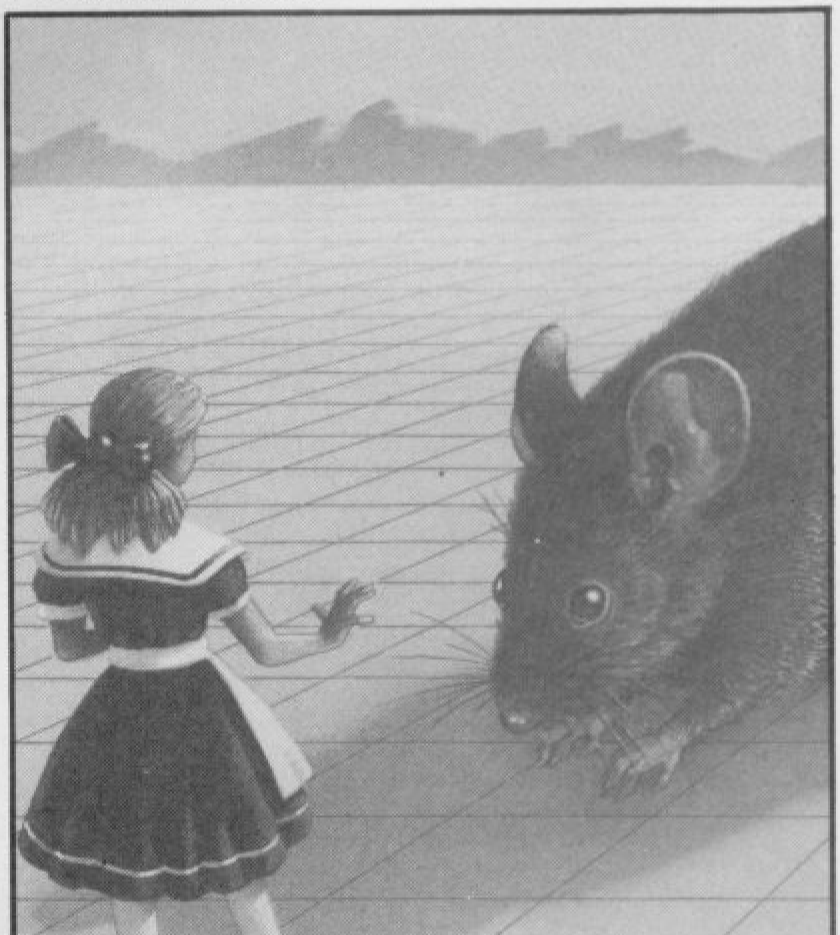
Shades itself isn't like a full blown PBM game, where you have to plan strategies and alliances and so on. It's more like a dynamic adventure crossed with an RPG.

Commands are typed in typical adventure fashion (North, South, East, West, Take, Kill, etc) and descriptions are purely in text too, but the game has an atmosphere of its own and the fact that there are many other players in the game at the same time makes it infinitely variable. One word of warning, however – the game has generated at least one friendship that blossomed into marriage – a tactic only the most diehard of players would use as a tool of diplomacy.

Apart from the phone bill – which can soar ludicrously – it'll cost 6.5p per minute (that's £3.09 per hour) to play **Shades** – so cheap it isn't, but for a different slant to distance gaming, it's well worth having a try.

Available via Prestel, Micronet and now Telecom Gold. For further detaisl write to Telemap Group Ltd, Durrant House, 8 Herbal Hill, London EC1R 5EJ.







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COIN

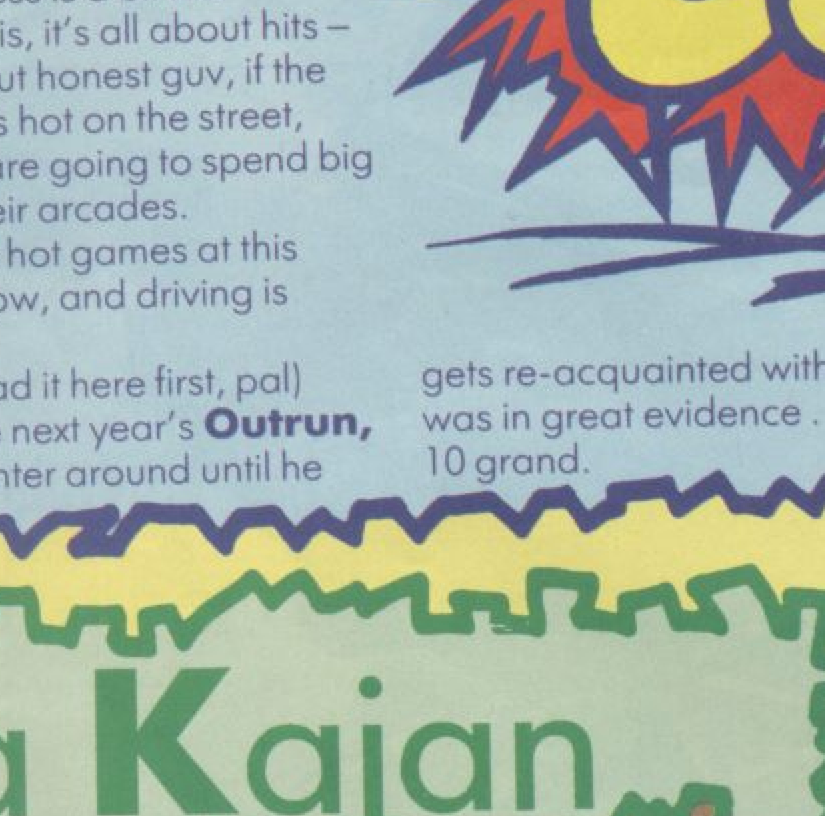
If you thought the PC Show was full of coin-ops – you would have loved the recent Associated Leisure Preview in London . . . vids, vids, more vids and a sprinkling of pins all on free play. We braved the Aliens to bring you the best . . .

The video game business is a bit like baseball . . . errr . . . that is, it's all about hits – groan, sorry Mum, etc. But honest guv, if the operators think a game is hot on the street, then that is the unit they are going to spend big pennies on and put in their arcades.

There were four or five hot games at this year's pre-Christmas show, and driving is definitely in!

Power Drift (you read it here first, pal) looks like it's going to be next year's **Outrun,** and the full "fling the punter around until he gets re-acquainted with his breakfast" version was in great evidence . . . to you, only the odd 10 grand.

Ninja Kajan



Here's one that you might not have seen before . . . it's only on test at the moment, but I estimate that it's destined for its own bit of glory.

Think of a cross between **Double Dragon, Super Mario Brothers** and, wait for it, **R-Type**? Now if that didn't take a certain amount of imagination, tell me what does!

It's a fun beat-'em-up, you can shoot weapons . . . as in **Ghosts and Goblins** – but if you hold the fire button down, a power meter increases, and at maximum it zaps a mega bolt of something or other that spells instant death to nasties.

The large amount of jumpy, jumpy and finding secret passages through levels plus extra bonuses makes it a bit like **Super Mario** – but that is no bad thing in itself, is it?

But the way, all these classic elements have been combined, rather than ripped off, produces the best playing game I've laid hands on in quite some time.

There's smooth horizontal scrolling as you go through the different levels – each level representing an area of the world (the first being USA) and vertical scrolling too as you jump up various platforms to get the big wobbly bonuses.

Ninja Kajan – coming to an arcade near you soon and well worth raiding the Swiss bank account for.



FAXBOX

Perfect combination of genres that combine to make a real contribution to road safety.

Audio 8
Graphics 8
Gameplay 9
Addictiveness 9

OVERALL RATING 9

Slots – with a difference

Here's something unusual for you. Unveilled at the Associated Leisure Preview this year was – as you can see – pay for play slot car racing. You have a throttle and four gears to play with and play head to head with another. But the vital ingredient is missing . . . you can't spin off around the corners, as the





POWER DRIFT

OPS

linked two units together and you could race four cars at a time. With these cheaper units – which also take up less space – it's more likely that you'll see this linking together of **Final Laps** happen a lot more – and take my word for it, twice as many players is four times as much fun!

Driving is definitely in right now – with **Chase HQ** (reviewed on this very page) reputedly being the highest grossing machine around for some time. Possibly a follow-up to **Operation Wolf** from Taito there.

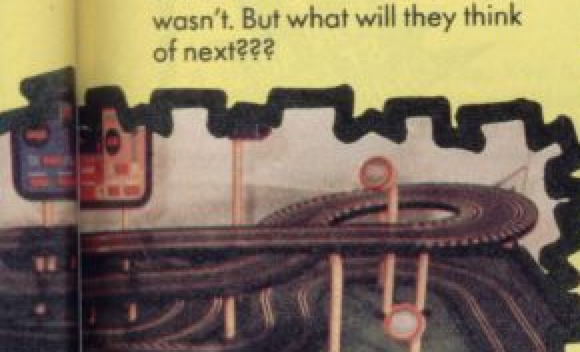
Assault from Namco, surely the best tank game since **Battle Zone,** proved to be very popular – and expect to see the techniques used in that game (rotating whole screens plus expanding/contracting sprites and background) hit home micros next year.

More great news – an upright version of **Final Lap** was on show, and proving very popular . . . especially as the exhibitors had

whole thing is enveloped by a perspex dome and the cars, seemingly, welded to the track.

What actually happens is that there are speed limits on various corners that are shown by small LED's – and if you exceed the limit, you are forcibly slowed down for a few seconds, losing valuable time if Player Two got it right but you didn't.

OK it was. Hugely addictive and over the moon fun, it wasn't. But what will they think of next???



BO DRIVE



ASSAULTS

Chase HQ (Taito)



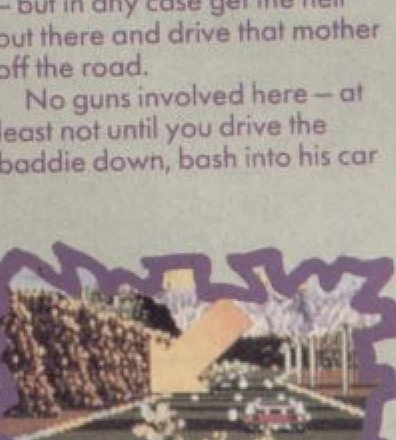
Driving games are in, right? OK – but what do most driving games lack? A generous portion of gratuitous violence, that's waht. What about **Roadblaster,** I hear you cry – Violence? Call that violence? This is what I call violence – KABOOM!! CRASHHHH!!!! FREEZE PUNK! NAA-GETS, NAA-GETS, NAA-GETS! WABBA-WABBA-WABBA-WABBA! Get the picture – this is what it's like in **Chase HQ.**

You have the normal steering wheel, hi-low gears, accelerator, brake driving set-up – and the usual "behind the car" view of the action and the road. But this time you are turbo charged special detective Tony Gibson in your black Porsche. Hark, is that something on the radio? "Nancy here, Tony. We've got an emergency here. The Idaho Slasher has been spotted and is flying towards the suburbs in a white sports car, over."

Over what, we may well ask – but in any case get the hell out there and drive that mother off the road.

No guns involved here – at least not until you drive the baddie down, bash into his car several times and overtake him. Then it's knee in the back, gun to the head and "I'm sorry Sir, your right to silence has been temporarily suspended – normal civil rights will be resumed as soon as possible."

Fast, furious, fun – **Chase HQ** is a winner.



FAXBOX

Chase-race game that'll have you on the edge of your seat . . . assuming that you were sitting down in the first place.

Audio 8
Graphics 8
Addictiveness 9
Gamplay 9

OVERALL RATING 9

COMPILATIONS

Action Pack — £5.95 each
Gauntlet
Auf Wiedersehen Monty
Supercycle
Jack the Nipper
Kung Fu Master
Top Gun.

Summer Gold — £3.99 each
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Saboteur

ALL AT £2.99 EACH

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Gizmo gone bonkers? Can't get your thingy connected? Don't be afraid to tell us . . .

I'VE GOT THIS PROBLEM

. . . WITH A SMUTTY PRINTER

Recently I got a second hand ZX Printer. It manages loading screens OK, but normal letters and listings are hardly readable. Even with a new roll of paper fitted there's no difference.

It doesn't matter what I use, **Tasword** or **MiniOffice,** the output is unreadable. What can I do about it?

Mark Bentley
Taplow
Berks

● And indeed the samples enclosed look pretty bad (this is not **a request for you all to send in your samples. I know you lot).**

Good news. Most of the ZX Printer's problems can be put down to smut. No, not that sort of smut; the sort of carbon soot that gets sprinkled around the innards of the printer when the shiny metal coating gets burned off the paper. To clean up the beast, just unplug it, unhook the paper roll, and dust off all those nooks and crannies with a fine paint brush. Finish by givng the innards a good blast of air.

If this doesn't work, then some of the internal workings have got clogged by the demon dust. Sometimes a Hoover works; whatever happens don't try to take the printer apart. Pack it off to a professional fixing shop.

By the way, Mark, I'm donating your samples to the local teaching hospital.

. . . WITH POKES

I'm a pensioner who has taken up computing as a hobby. It's great fun!

But I've got this problem. I've been exploring graphics programming with a book written by Piers Letcher. It's got some sprite editor routines, and when I type them in, load them from tape to my Spectrum 128 and then run them they're fine.

When I try to save and load them from my Opus Discovery 1 disk system they won't work. Is there anything you can do to help me?

Mr R T Clarke
Exmouth
Devon

● Thanks for the listing; I've had a look at it. Unfortunately, you don't say what the problem is with the program! My best guess (and it is only a guess) is that the program pokes in its machine code in places which aren't safe when the Discovery is plugged in, and consequentially crashes. And, without rewriting all the machine fode, it might not be possible to move it somewhere safe in memory.

Try writing to the author of the book, care of the publishers. I've been surprised in the past how helpful writers can be.

But probably the best thing you can do now, especialy as you're finding the computer such fun to program, is start to learn machine code. It really isn't difficult if you're armed with one of the excellent books available on the subject (most of them are very good), and the benefits are enormous. Then you'll be able to solve not only this problem, but all the others that crop up and stump magazine columnists . . .

. . . WITH MULTIFACE 3

Having bought a Multiface 3 for my +3, after reading all the raves in the press, I received it minus instructions to find it only actually copies 1 in 10 of my tape games to disk. All the others are locked.

Is there any way around this, or have I been ripped off????

I Roberts
Clwyd
N Wales

● In the turbelent, murky world of the Spectrum add-on market the Romantic Robot mob have been generally seen as good guys. It sounds to me like you've got a broken Multiface, or one with very old software. Certainly the lack of instrucitons is a bit of a mystery . . .

Either take it back to the place where you bought it, or get in contact with Romantic. They don't like unhappy customers, and get rid of them fast. In the nicest possible way.

. . . WITH PRINTER DECISIONS

I am thinking of purchasing a Dixon's serial 8056 printer for my Spectrum +. What is the cheapest method of connecting them together, and where should I obtain it?

Will I be able to use the LPRINT, LLIST and COPY commands? If not what would I use as alternatives? How about **Tasword II**?

Cameron Patterson
Berwick-upon-Trent
Northumberland

● I'd think twice before buying the Serial 8056 printer. This little gen has been around for a while; it was originally intended to be used with an IBM computer that never got launched in this country. Rumour has it that the best way the people with a warehouseful of these printers could think of to get rid of them wat to bundle them with Speccys. There's a lot of difference between a Spectrum and an IBM, and as a result you'll need something like a Sinclair Interface 1 to connect a Spectrum + to the printer.

Make sure that you get a tape with a program on with the printer, otherwise LPRINT and LLIST will work, but COPY won't.

If you can cough up the extra dosh, think seriously about a parallel Epson-compatible printer like a Star or an Amstrad. With a suitable interface, all the BASIC commands will work and you'll get a much better quality of output. Lots of people write to me about which printer to buy; it's very much a personal choice but if it's parallel and Epson-compatible most software will work with it. If you've got a +3, then you won't even need an interface.

. . WITH +2

We've just got a Spectrum +3, and with the special tape lead it seems to run all our old Spectrum 48K games perfectly!

We bought **Road Runner,** for use with the Spectrum 48K/128+2 but it refuses to load. It works perfectly on a friend's 48K.

Could you tell me if it should run in the +3's 48K mode or if games for the +2 are not supposed to work?

F W Mintram
Guildford
Surrey

● Well, FW, any 48K only game should run happily on the +3 in 48K Basic mode. Most +2 games should work happily with the +3 if loaded from 128 Basic, but some won't.

As for Road Runner, **it could be one of those games that won't work with the +3 in any mode. There aren't many of these, and I doubt many more will be written now that the +3 has been about for more than a year.**

One final check – does the tape load on your friend's 48K Speccy using your tape player?

. . . POKES (2)

I've had my +2 for some time, and have been having real problems in loading games. For example, your mag's excellent 100 Pokes tape loads perfectly but when I try to load **Dan Dare** or **Barbarian** afterwards they refuse to run.

If I load them without a poke, they run perfectly. Some games seem to be loading, but reset later. I've fiddled with the azimuth screw; I've changed the computer twice; I've sacrificed ten sea slugs (no he didn't – I added this bit. Dr R).

J Vasey
Newcastle upon Tyne

● Right then, the perennial loading problem. The usual suggestions apply, as you obviously don't have a broken +2 you should try moving the computer away from the TV as this can interfere with loading and saving. If things just go wrong with the 100 Pokes tape, then there's a chance that the long trip North has disturbed its magnetic domains; try with a friend's tape and see whether things get better. If they do, you got a duff tape and should send it back to be replaced.

(but Dr. Rupe has the answer)

This month we look at interfaces and Damian Scattergood gives advice on using the Spectrum ports to their best advantage.

HOW

...DID DOMINIC ROBINS[ON] CHARACTER SQUA[RE]

Are my eyes deceiving me or do I really see more than the usual two colours per character square in the high score table of Uridium**? How did Dominic Robinson manage to create such an effect? Is he rapidly switching screens?**

No, your eyes are not deceiving you. There are in fact more than two colours per character square as you describe. This is what we call the Rainbow Processor in action, and to understand the principle, you need to know something about how the TV image is created.

What happens is that 50 times a second the Spectrum hardware scans through the display file and the attributes file together, picking up the data which controls the form of the TV image. The cycle time of 50 times per second has been chosen deliberately to match the sweep of the electron beam on the TV screen. This also writes from top to bottom of the screen 50 times per second. It is a bit like an electronic pencil writing the colours on the screen as a beam, sweeping from the top left corner to the top right corner then moving back to the left, slightly below the starting point, sweeping across the right, then back to the left, sweeping across from the right, jumping back to the left, sweeping across to the right etc. until the whole of the screen image has been painted.

The great trick about the Rainbow Processor is that the data which controls the colour to be put on the screen is switched at just the right instant as the beam sweeps down the TV screen. The software which controls the Rainbow Processor "knows" when a new screen image is to be painted, because the Spectrum hardware generates

... CAN YOU EXPLAIN

Please could you tell me what a mask is and what use is it? Also, could you explain what 'reserving something in a buffer' means?

Sure thing Phillip. As with any other subject, people who are involved with it quickly develop their own jargon for discussing work that they are doing. Once they get the hang of it the jargon is quite useful, but for the newcomer it can be a mite confusing.

The term "mask" is used to refer to the piece of a picture that must be cut out when a moving graphic image is place on top of the main picture. Imagine for example that you want to show an image of a figure walking across in front of a house on the ZX Spectrum screen. The easiest way to do this is to draw a picture of a house on the screen and fill in all the colour, the windows, the brickwork, the sky, the ground, the pavement outside etc. You can imagine this job as being a bit like drawing a loading screen for a game. Now you want to put a figure in front of that picture and have him walk across in front of the house. Obviously you can construct an image of the figure using User Defined Graphics (UDGs). You can then write a little program to place the figure at the top of the main picture. If you experiment using the *Print* instruction in a Basic Program to print your UDG on the screen you will find that your figure blanks out too much of your background picture. This is because the *Print* instruction overwrites a complete character square at a time. Alternatively, you can use the *Print Over* instruction but the unfortunate things is that this has the effect of making your figure appear transparent, so that the background shows through in the form of your figure. What you require is to be able to cut-out from the picture an outline of your figure and then place your figure into that outline. This is what is called a "mask" and the technique is referred to as "masking".

The word "buffer" is used to describe the piece of memory which a program reserves for communication pruposes. If you think about it the micro-processor at the heart of the ZX Spectrum has to communicate with four different devices, generally speaking. These devices are the keyboard, the screen, a printer and the cassette player. Of these four devices, three of them are buffered and the fourth, the cassette player is not.

Let us look at the cassette player first, since it is the only device which is not buffered. We know it is not buffered, because when the cassette player is in use the computer is incapable of doing anything else. All Spectrum users are familiar with the stripy lines which appear on the TV screen when a program is being saved to cassette, or loaded from cassette. We all know that when these lines are in evidence there is nothing else we can do with our computers. We just have to sit and wait until the saving or loading process is complete. Contrast this with the situation when you press a key. The keyboard is buffered – there is a special system variable available called LAST K at address 23560 which is used to store the value of the last key press that has occurred. This is the keyboard buffer.

The exact mechanism is as follows. 50 times a second the Spectrum interrupts what it is currently doing and goes and has a look at the keyboard. If a key is being pressed, then it stores a value in the keyboard buffer which refers to the key

THE HELL!!!

SON GET MULTI-COLOUR ARES IN URIDIUM?

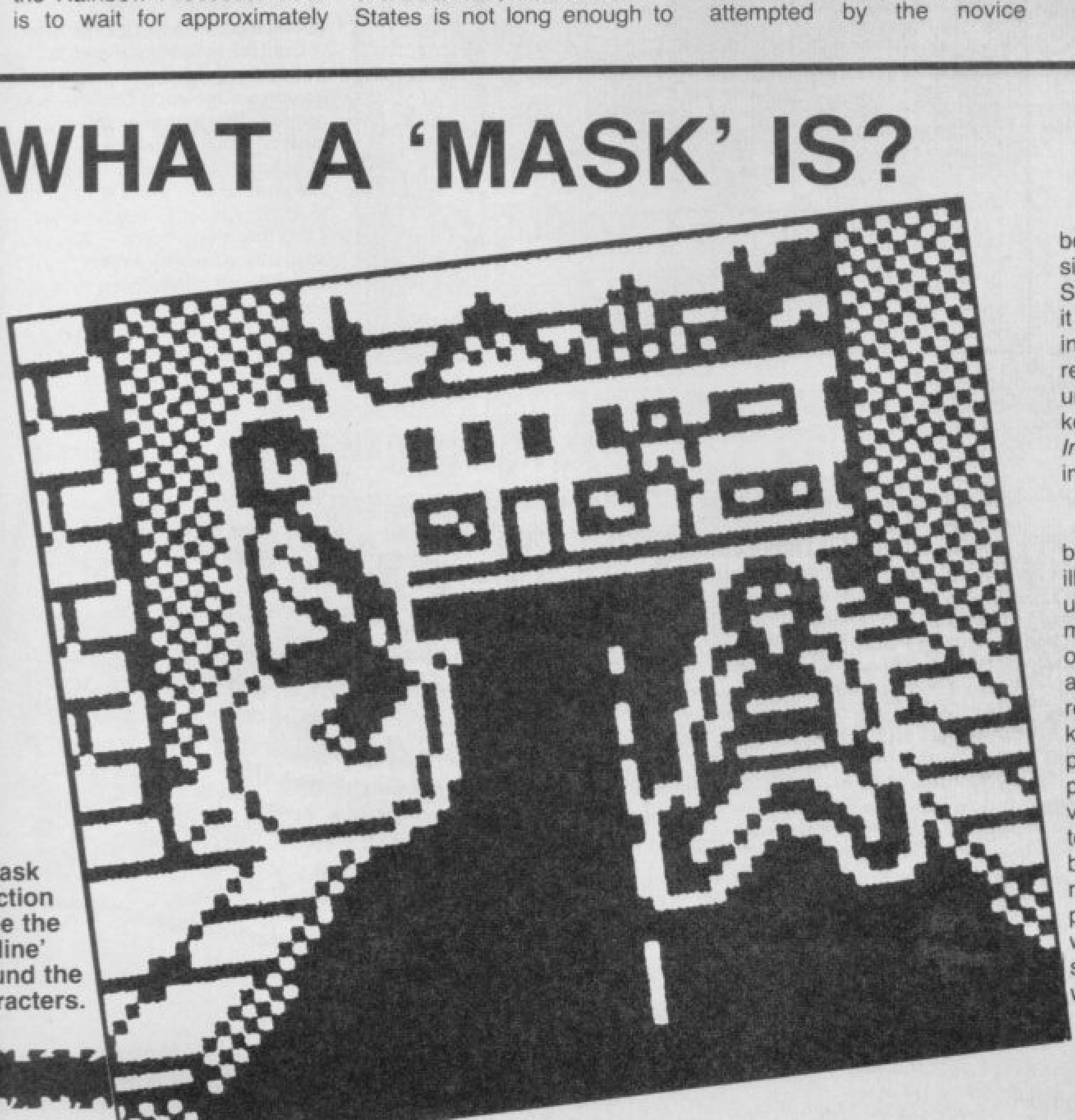
an interrupt at just the right instant. The Rainbow Processor itself is put inside the interrupt routine of the Spectrum.

By our calculations, each sweep across the TV screen from left to right takes approximately 224 T-States, and there are about 70 pixel lines form the top of the TV screen to the beginning of the display file, so the first thing the Rainbow Processor does is to wait for approximately 224 x 70 T-States (which equals 15680 T-States) to wait for the electron beam to get into the display file. In order to create a rainbow effect, it is simply a matter of changing a complete character row of attributes every 224 T-States as the beam sweeps down the screen.

We have found that it is not possible to change all 32 attribute squares on a character row, because 224 T-States is not long enough to do so. We can achieve about 20 characters out of the 32 in total. We also find it necessary to tune-up the Rainbow Processor routine by adding or removing the odd NOP instruction in order to get a precise rainbow effect. This can be quite difficult because as soon as your timing goes astray the screen image becomes very jumbled.

In summary, this is not a technique which can be attempted by the novice machine code programmer which is why there are not many commercial programs on the market which exhibit the effects. However, once you understand how the software works you'll be surprised to discover that a decent Rainbow Processor routine can be very short, perhaps as little as 150 bytes of code.

N WHAT A 'MASK' IS?

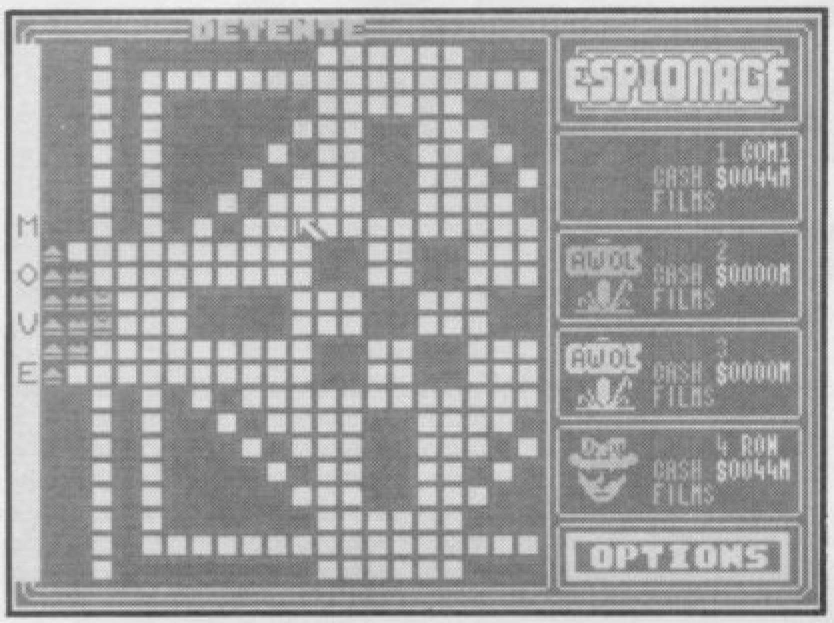


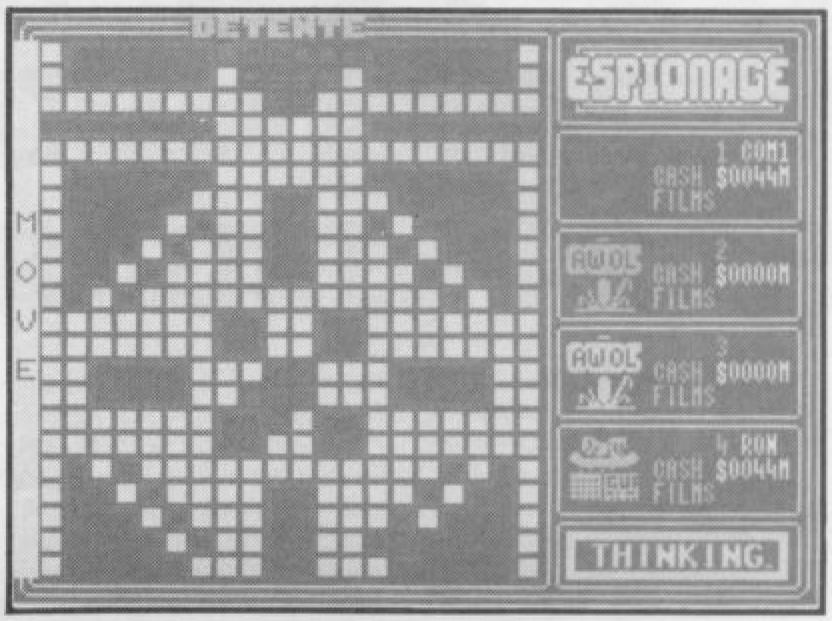
A mask in action - see the 'outline' around the characters.

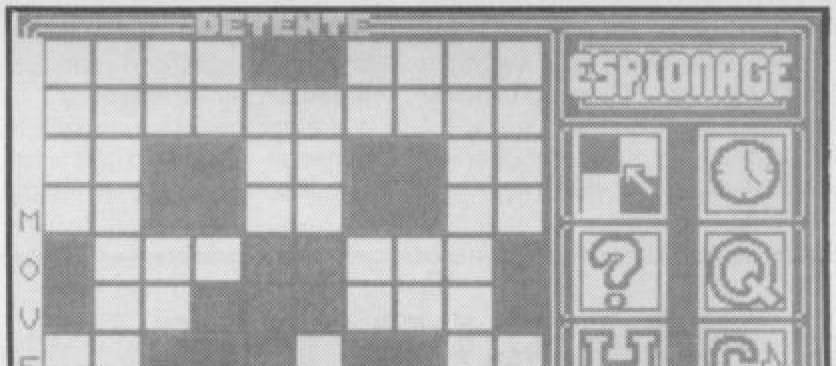
being pressed. Once this simple job has been done, the Spectrum returns to whatever it was doing before it was interrupted. The value remains in the keyboard buffer until it is overwritten by a later key press or is read by an *Inkeys* or an *Input* command in the main program.

The great advantage of the buffer system is clearly illustrated in this example of its use with the keyboard. The main program does not know or care when the user presses a key. When the program is ready it goes and looks in the keyboard buffer to see if a key press has occurred. If a key press has occurred then the value is there for the program to use. Thus the effect of a buffer is to de-couple the running of the micro-processor from the device to which it is linked. Contrast this situation with the keyboard with that for the tape loader.

ESPIONAGE







Do you want to enter the wild and mysterious world of spy and counterspy? How about dealing in strange markets like microfilm and illegal weaponry? Or maybe you'd just like to recreate your favourite scene from the latest Bond movie. Whatever the case, it it's excitment, thrills and spills you're after, you could do a lot better than **Espionage**.

Beating all their rivals by an incredibly small margin (£5), Grandslam managed to snap up the licence to this fairly unknown game at quite an extortionate cost (£5). The question is, is it worth half of my salary? No. Definitely not.

In workng man's (pleb) terms, **Espionage** is Chess without the complexities. You control 12 agents as they trek around the globe in search of four microfilms. Why they have to search is beyond me, as all four microfilms are grouped together in the centre of the board. The globe is represented by a grid of black, white and red squares. The black squares are no go areas for the spies, the white and red squares are where the player's home bases are.

Each of the four possible players (human or computer controlled) takes it in turn to move one of their spies. The 6 courier agents can only move diagonally across the board, but over as many squares as they like. The four secret agents can move in any direction they so please. The 2 surveillance agents can only move up, down, left and right (not diagonally).

Players take opposing pieces as in draughts; they jump them. Obviously, once all your opponent's pieces are removed from the board, the game gets a lot easier.

The screen is laid out in two windows. On the left is the main window. It's this one that takes up most of the screen and shows a segment of the board, which can be scrolled to show any part of the game. On the right is a status/score window that shows all the players' scores and films collected (if any.) At the bottom of this window is a box labelled 'Options'. click the pointer on this, and a whole bunch of options comes up. Basic things like pause game and quit as well as pretty handy computer hint facility, with which the computer thinks long and hard and comes up with the best possible move you could do in your current situation.

Graphics aren't anything special. Just a coloured grip and some fairly basic icon graphics. One thing I do like is the pictures of the characters at the side of the screen. Whichever of the four players is currently active holds a newspaper in front of his face.

Control is fairly simple. A pointer moves around on screen under your control, and moving the pieces is simply a case of clicking on the piece concerned and then clicking on the square you want it to jump to. The pointer is a little slow.

So there you have it. A basically run-of-the-mill boardgame conversion that doesn't come anywhere near the fun generated by playing the real thing and it costs a few quid more. That's what I call VFM■

FAX BOX

ARCADE REVIEW

ESPIONAGE Label: **Grandslam** Author: **In-house** Price: **£9.95** Memory: **48K/128K** Joystick: **various**

Pretty boring conversion of a prtty boring boardgame. Just call me 008

Reviewer: Tony Dillon

GRAPHICS	SOUND	PLAYABILITY	LAST ABILITY	OVERALL
71	46	66	53	61

10 20 30 40 50 60 70 80 90

DATEL ELECTRONICS



ROBOTARM

FULL FUNCTION WITH 5 AXIS MOVEMENT

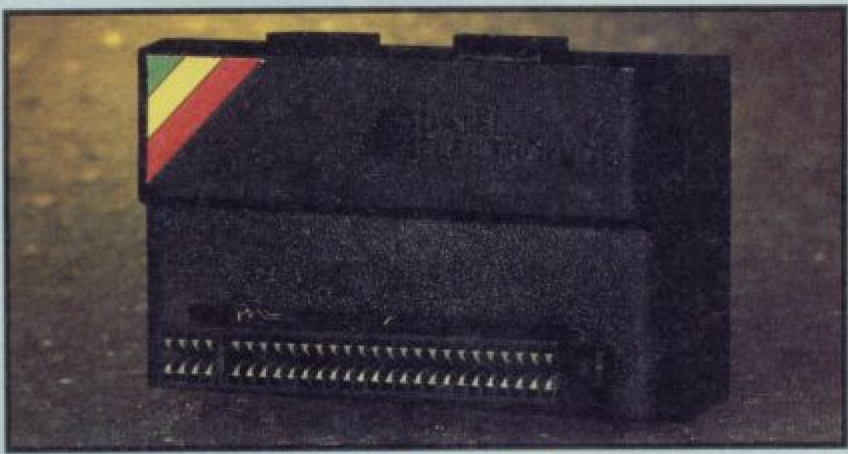
- Explore the facinating science of Robotics with this fantastic full feature Robot Arm.
- Human like dexterity - with 5 axis of movement it is so versatile it can manipulate and pick up any object as small as a paper cup or as big as a tennis ball.
- Easily controlled using 2 joysticks (any 9 pin type) or connected to your Spectrum with our special Interface/Software to give Computer/Robotic control. (see Interface offer).
- Comes with accessories including: Standard Grip Jaws to mimic finger type grip; Magnetic Finger Adaptor with release mechanism; Shovel Attachment for materials handling; 4 Stabilising Legs for heavier lifting jobs.
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INTERFACE OFFER

- Unique Interface/Softwware package to allow you to interface and control the Robotarm with your Spectrum.
- Train mode allows you to store and then repeat arm movement sequences.
- Computer and Robotic control is a major subject in schools and colleges - this is a unique introduction.
- This Interface is not needed to be able to use Robotarm but it makes possible interfacing the Robotarm/Computer.
- Very easy to use.
- Instructions included

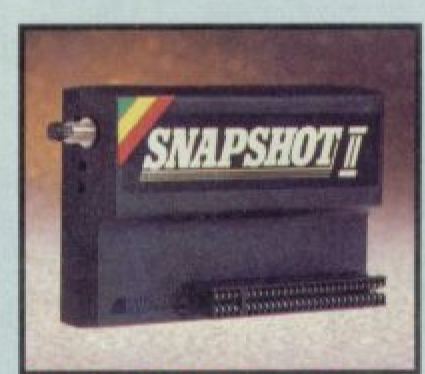
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DUAL PORT JOYSTICK INTERFACE

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DATEL ELECTRONICS



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- 4 independantly controlled outputs for relays, models, lights etc.
- 8 independant inputs for sensing etc.
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- Comes complete with cables.

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- Easy to use.

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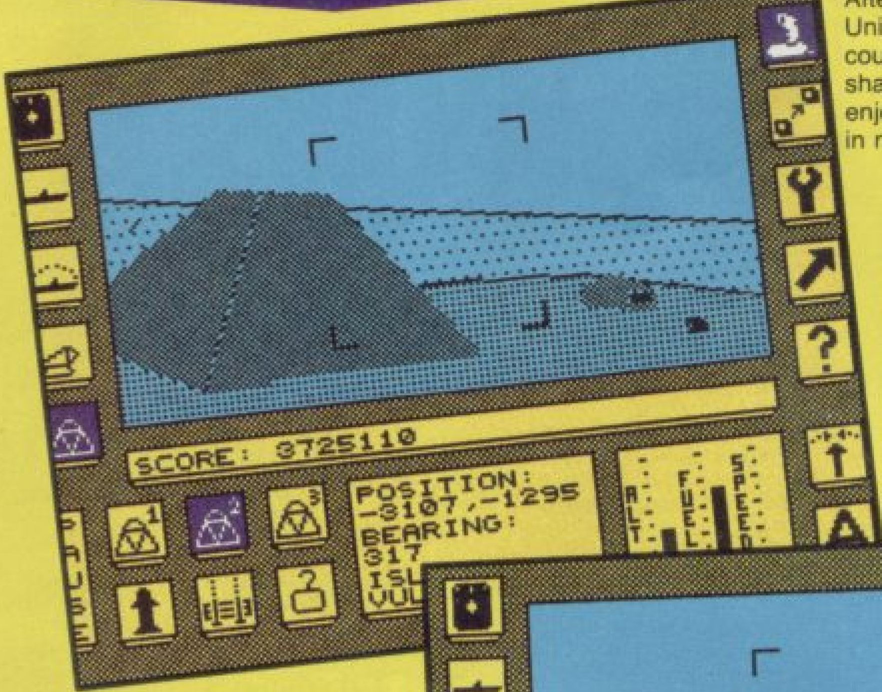
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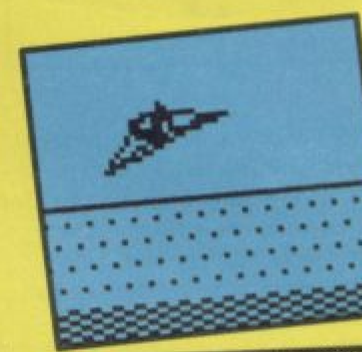
BLUEPRINT

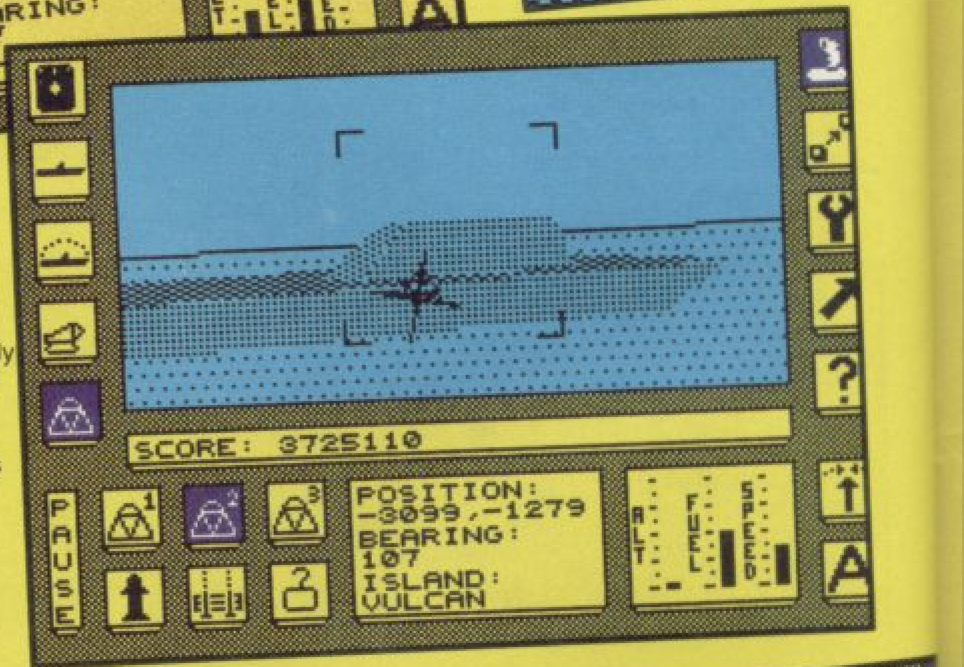
OooOO! Welcome again, to the page that is your window on the games development biz. How are all those astounding effects created? Why does everything look blue? Why has it taken so bloody long? This is the sort of impertinent question that we ask every month. And sometimes, we even get an answer . . .

THE PROGRAMMERS

Realtime Software have – between them – produced all the versions of the game. Andy Onions has been programming for about nine years and set up Realtime with Ian Oliver and Graeme Baird about 5 years ago. After they met at Leeds University on a computer science course, it emerged that they shared similar ideas and all enjoyed fishing about in new machines.





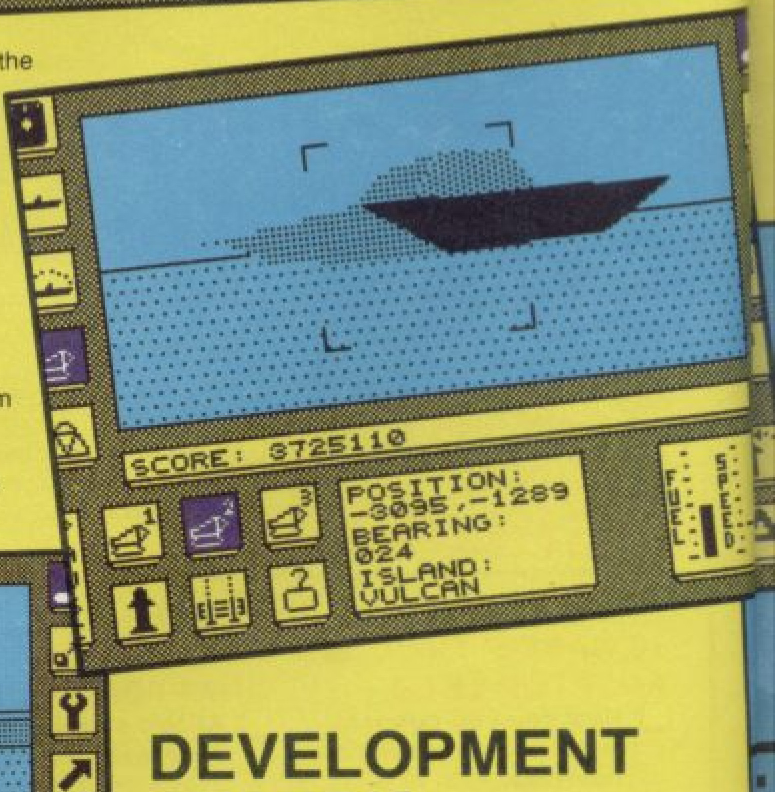


CARRIER COMMAND

Carrier Command has all the hallmarks of a game that you simply can't convert to the Spectrum. Not only is it a vast strategy epic with islands to invade and troops to deploy and supplies to run out; it's also choc-a-flaming-block full of filled 3D graphics, dogfights and action.

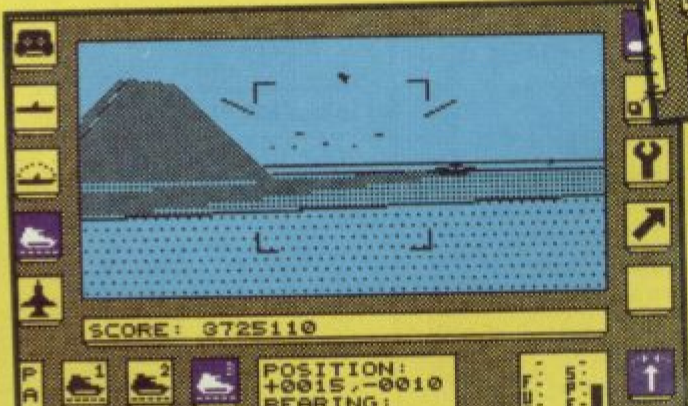
THE ORIGINAL

CC originally existed on the ST and happily filled the machine's memory capacity. It incorporated flight simulation, battle strategy and **Kingdom** style island management. Each section was equivalent to the capabilities of the Spec. It was the ultimate ST game, involving more elements than you could master in months.



SOUND

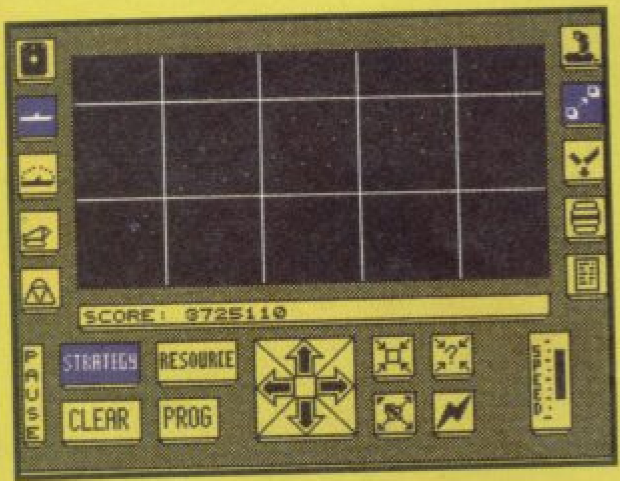
We've never been any good at sound, so Telecom handled this end of things. Sound effects and music take up too much processor-time, and the graphics are much more important in a game like this.

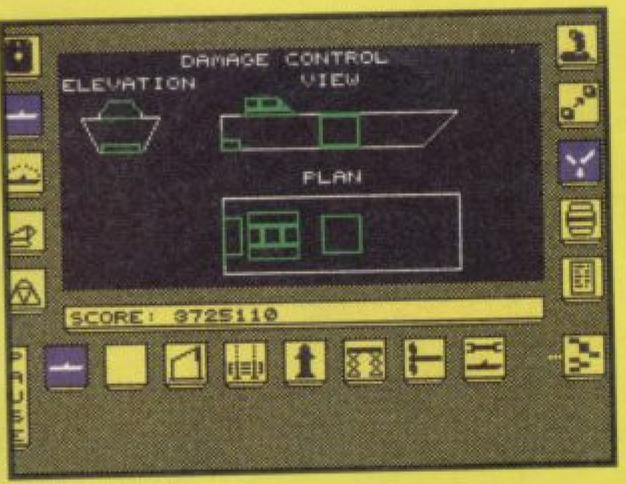


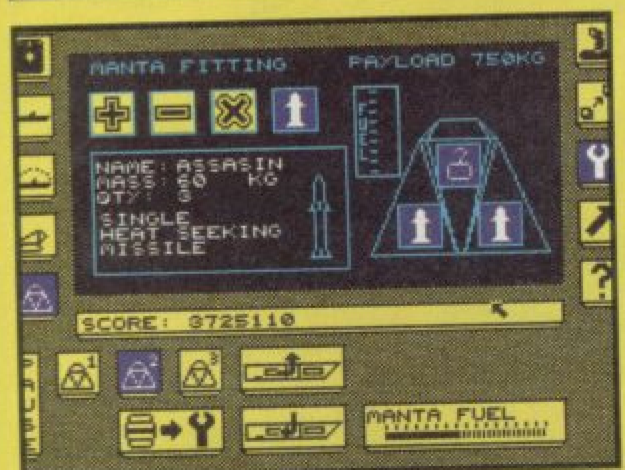
DEVELOPMENT SYSTEM

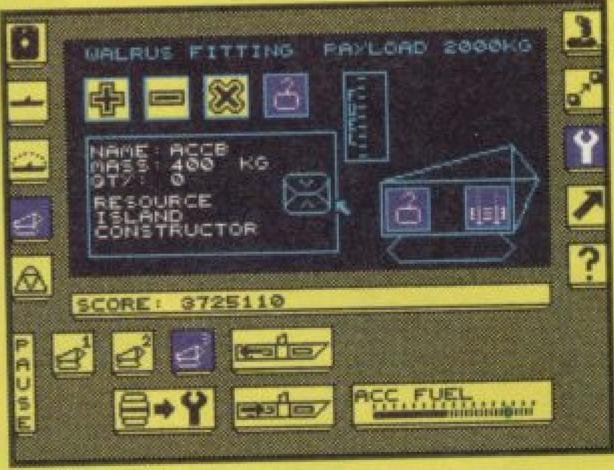
The boys use IBM compatibles to develop their software and then port the code across. Since the system is virtually universal, it's easy to upgrade the system continually.

CARRIER COMMAND









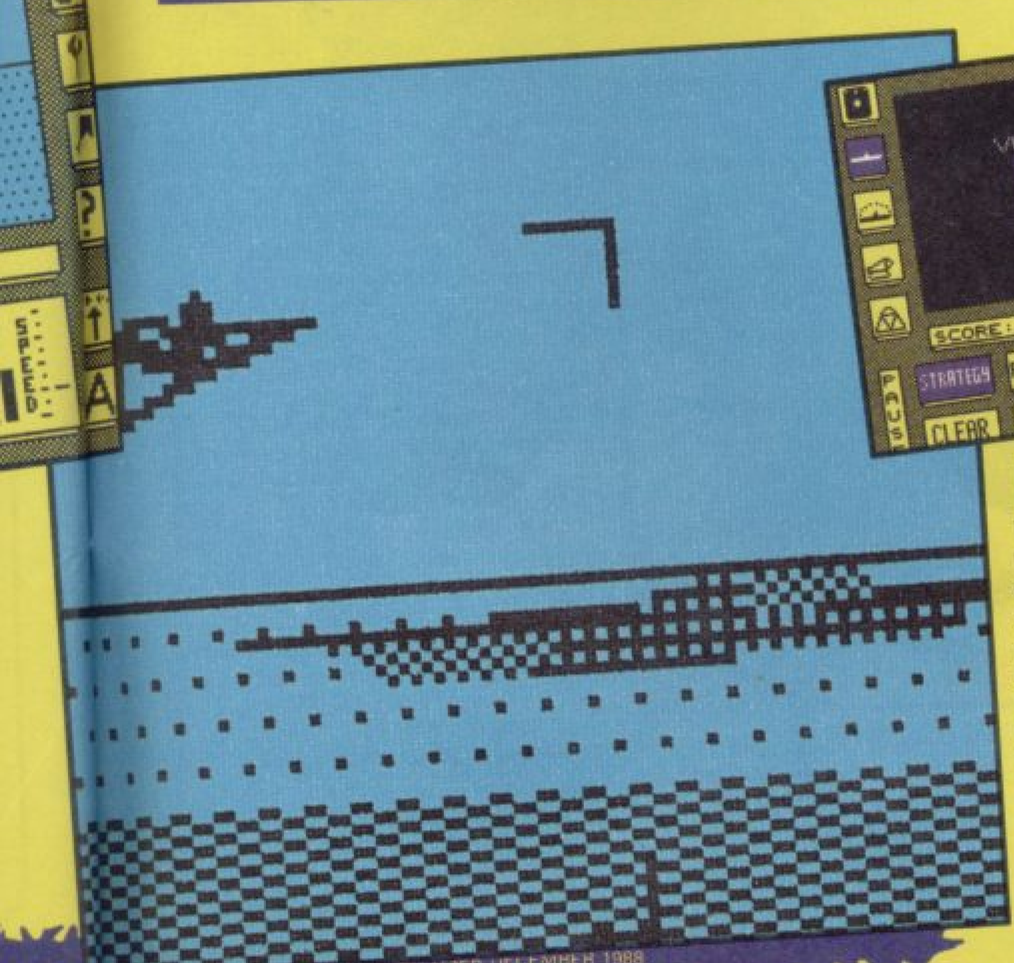
GRAPHICS

"There is no mystic art in creating 3D images with a computer. It's all based on maths and there's no great secret trick. The success or otherwise of the exercise depends on how much you manage to optimise the routines. Obviously, simplification of the objects involved makes life easier. You'll get a better frame-rate this way. Of course, you can't over-simplify the objects, or they'd look like nothing on earth.

In a 3D system, virtually every routine, whether it's rotation, movement, perspective representation of polygon filling, needs some pretty complex maths. If a scene requires one hundred multiples (not uncommon) it's no good trying to work with a system which can only handle 2,000 calculations per second. Our Spectrum code can deal with about 25,000.

The design of the objects used in the 3D is influenced heavily by the limitations of the graphic system. It is time consuming for the graphic system to draw a knobbly object which can be viewed from any angle. Restricting the angles from which an object can be viewed is a useful alternative to simply cutting down its detail.

Shading and HLR (Hidden Line Removal) take up lots more time than basic wire-frame. Another nightmare.



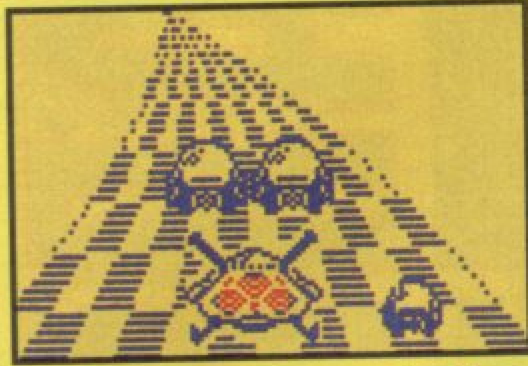


PROBLEMS

The graphics, obviously were the trickiest things to program. Although we use a basic set of routines for all of our programs, we have to virtually rewrite the code to compensate for quirks of the new game. The first few months of **Carrier's** development consisted of rewritng **Starglider** routines!

PRE

ELIMINATOR



Here's some screenshots of an exceptionally early version of the forthcoming *Eliminator* from Hewson. It's been written by John Wildsmith (who?) on the Spectrum, although the original versions were put together by John Philips (*Impossaball, Nebulus*).

It looks like the 3D scrolling follow-the-track shoot-out to us, but we could be wrong.

Streetdate: December
Price: £7.45

WAR IN MIDDLE EARTH

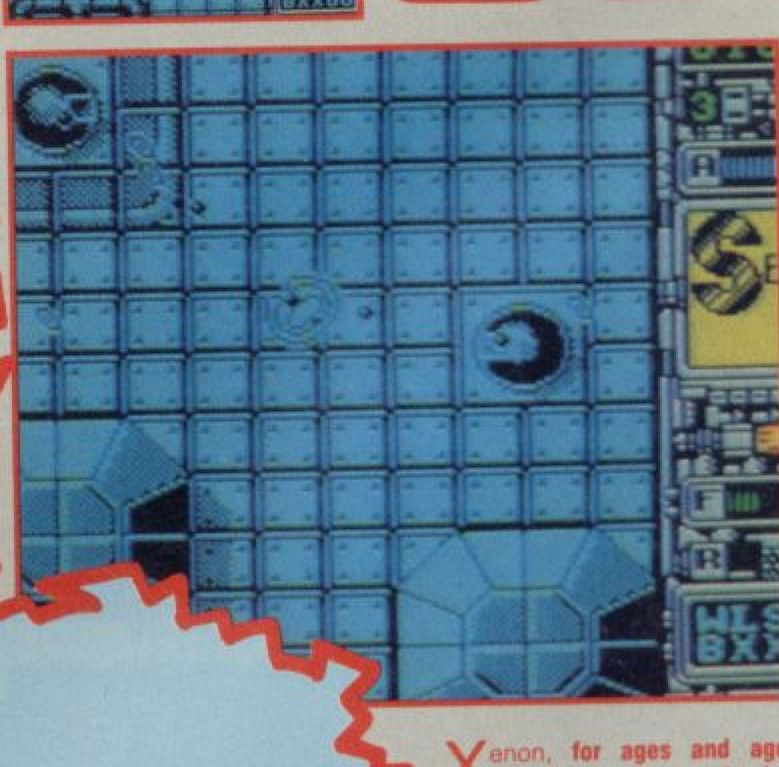


Tolkien Attack! Yus. It's time for another dose (eurgh) of everyone's favourite mythical type, JRR Tolkien. Well, it's not quite as strong a dose as you might think, because while *War In The Middle Earth* is indeed another in the Lord of the Rings/Hobbit series, it's not really an adventure at all. It's more like a war game, in fact. All window controlled and teams of soldiers. Looks, well, wargamey.

Streetdate: November
Price: £9.99

XEN





Xenon, for ages and ages, widely regarded as the best shoot-out on the Atari ST. Which won't be of much interest to you, will it? Well, that's where you're wrong, matey boy, because the topping wizards at Virginmastertronicincorporatedplc have nearly got through converting the little gen for the Spec.

Although it's a straightforward vertical bias, *Xenon's* graphics really make it stand out. Lots of base relief chrome-like landscapes and stacks of little robots to blow away.

At the end of each level you're faced with a huge and virtually indestructible monster which you've got to shoot in the mouth. Action all the way. Check out the pics and judge for yourself, but it looks as if it could breathe some desperately needed excitement back into the shoot-out formula.

Streetday: December
Price: £9.99

RETURN OF THE JEDI

Remember all the three-dimensional car/bike race sims that we had a spate of a couple of months back? Indeed, they're still coming (*Fire and Forget* from Titus is still to appear). Well, Domark have come up with yet another variation for the final part in the Star Wars Trilogy, *Return of the Jedi*. The screen scrolls diagonally from top right to bottom left and you race your Speeder bike against the Imperial Stormtroopers.

You have to race in and out of trees (well, not literally, but you know what I mean) while dodging fallen logs and remembering never to run down or shoot an Ewok.

Different levels take place over different terrain, some icy, others with higher numbers of trees etc.

Eventually the speeds will become too fast and the amount of trees will make you feel as if you're in Nottingham (? – GT) and



you'll end up as a bag of shattered bones after smashing into a big pine. Eurgh.

You will be able to blow away the bad guys by shooting them up the exhaust – fnar – or running them into obstacles. Sounds like a day out in Kingston to me.

Streetdate: January
Price: £8.95

VIEW

HUNDRA



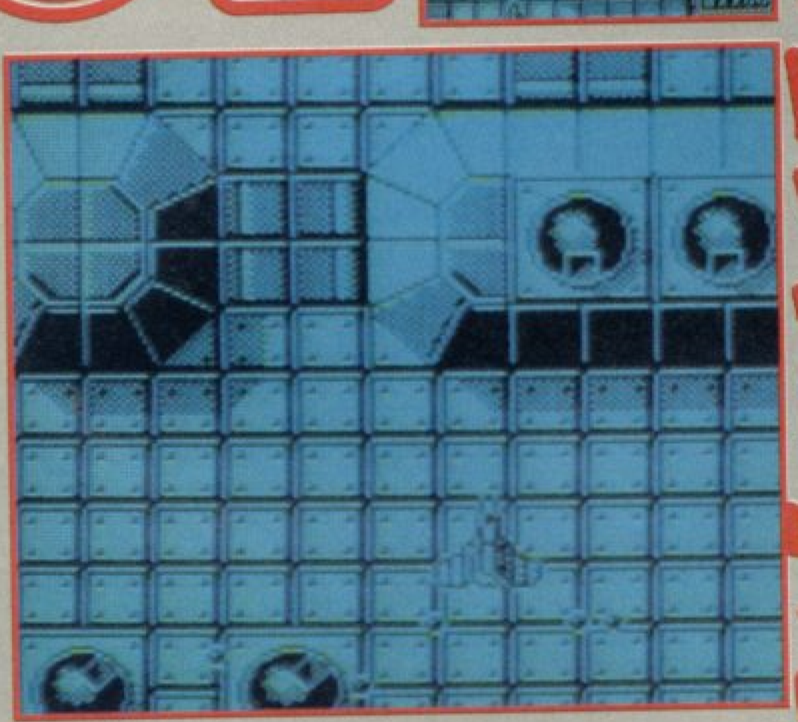
Hundra! **Well, yes indeed. This here isn't, as you could easily think,** Vixen **from Martech. Oh no. It's** Hundra **from Mastertronic. As you'll be able to tell from the pics,** Hundra **is a slightly more bulky prehistoric bint than** Vixen. **Not to much a foxtress as an elephant, if you get my drift.**

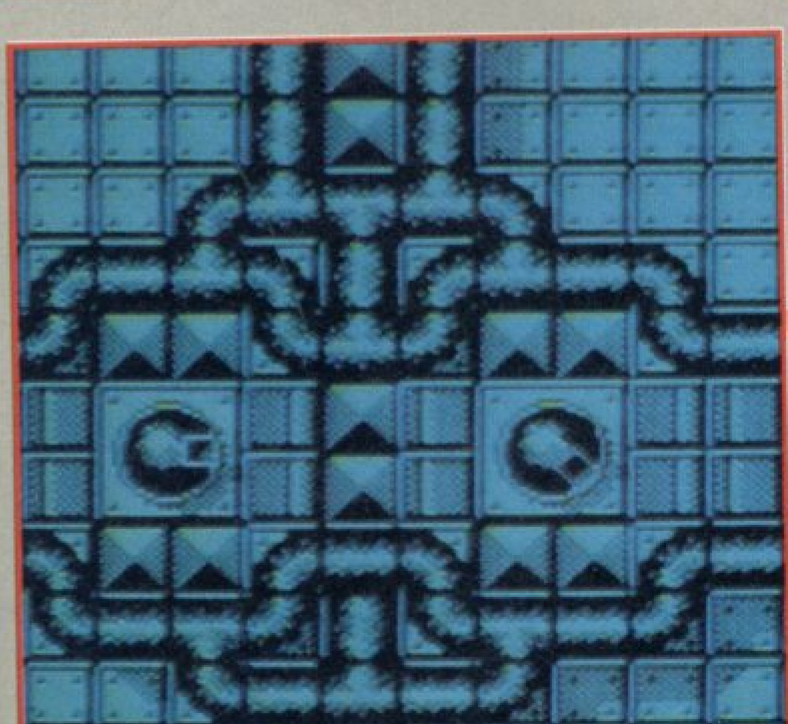
Still, not a sausage of information other than it's a runny-jumpy-killy affair with loads of colour graphics and – so far as we can judge – some pretty nice fight scenes.

Streetdate: December
Price: £2.99

NON







STAR FARCE





Blam blam blam! Die alien scumfiends! I wonder, every now and again, if there are any aliens left in the world to shoot. I figure hundreds of thousands buy it every day in Speccy games around the country.

Still, Mastertronic have found yet another batch for you to blast in Star Farce, **which look uncommonly similar to** Lightforce **which came out last year from FTL (whatever happened to FTL? Discuss.)**

Vertical scrolling, lots of shooting and stacks of colour seem to be the prime ingredients. Review next month.

Streetdate: December
Price: £2.99

AND FINALLY

Mystery screenshot time again! Oo-ee-oo! Last month's competition was won in about ten seconds flat and the lucky winner is currently having his stomach pumped free of M+M residue. So we'll have to make it slightly more tricky from now on. Last month's answers were: A) Wec Le Mans **B)** Exploding Fist + **C)** Barbarian II **(tricky one).**

So. Take a look at this little puzzler and if you are the first to tell us what it's called, we'll send you a Cadbury's Curly Wurly (MmmmmmMMMM!)

Ooo and by the way, Grandslam have just got a licence for Dandy. **Details and pics next month.**



BAT

"Holy two-game double-up confusion, Batman!"

"Yes indeed, Robin. This case certainly looks as though it needs some . . . unravelling. Ah, as I thought, the Bat computer tells me that there was another game a few years ago which was also based on our crusading exploits, but it was in the style of some game fiends describe as 3D, and while many though it was 'fab', some complained that the atmosphere was slightly lacking."

"Damn it! You're right!" (punches fist)

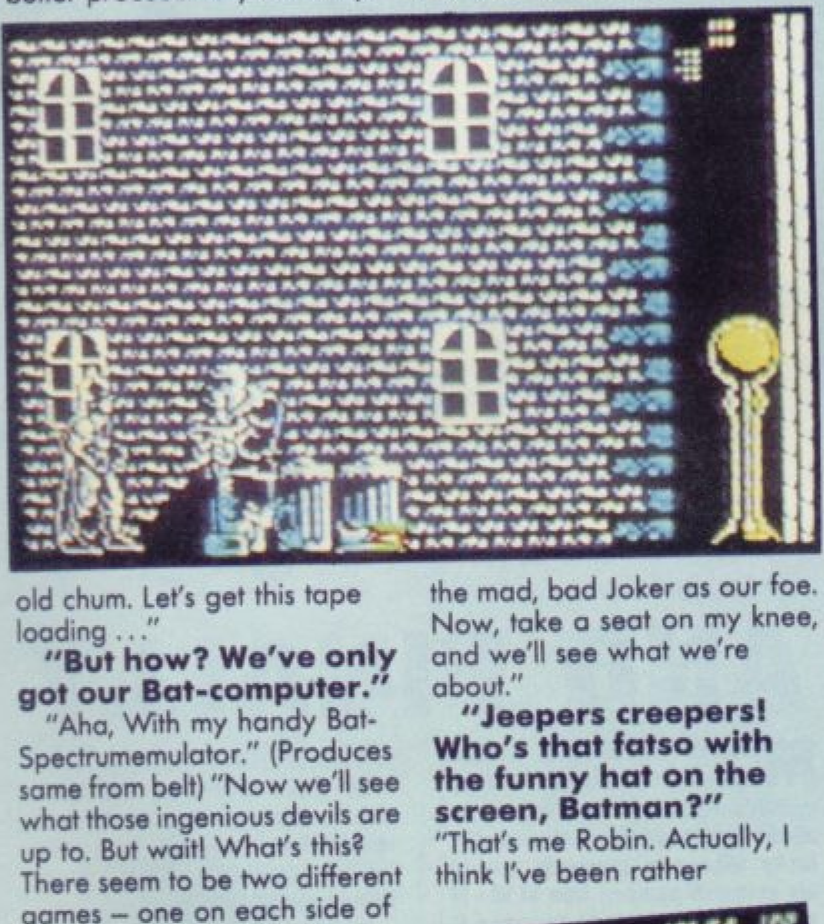
"This seems to be another cunning ploy by Ocean to cash in on our name. I think we'd better proceed very carefully, old chum. Let's get this tape loading . . ."

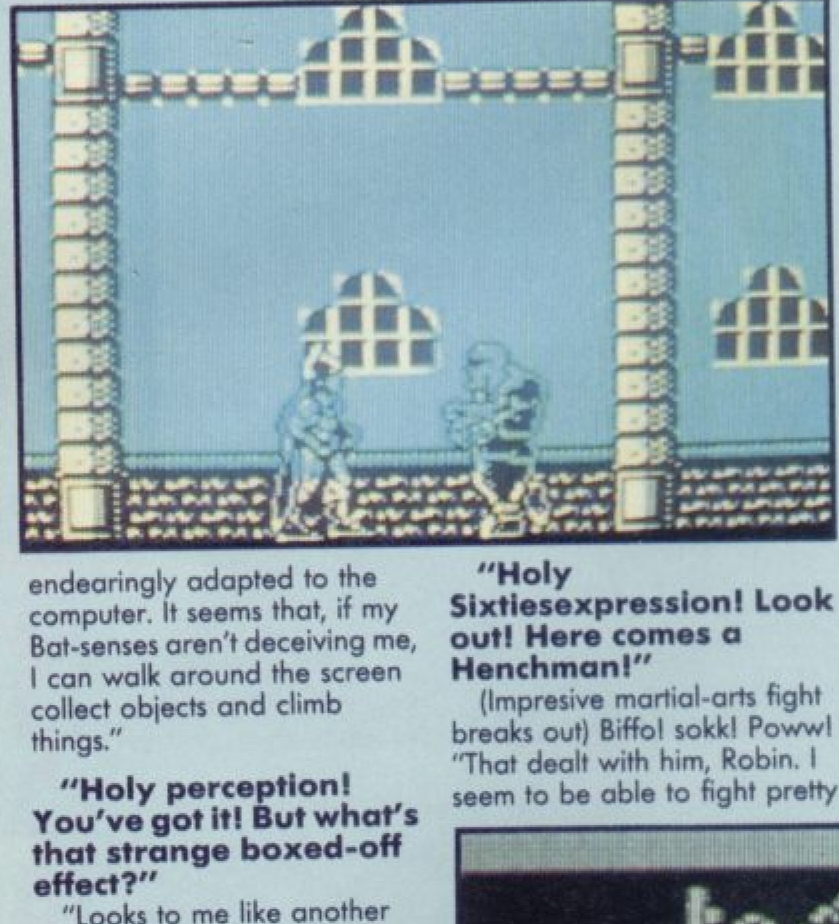
"But how? We've only got our Bat-computer."

"Aha, With my handy Bat-Spectrumemulator." (Produces same from belt) "Now we'll see what those ingenious devils are up to. But wait! What's this? There seem to be two different games – one on each side of the tape!"

"Holy nightmare! How are they different?"

"I'm glad you asked me that, old sausage (sausage?? – are you sure? GT). One game has us pitted against the evil Penguin and the other features the mad, bad Joker as our foe. Now, take a seat on my knee, and we'll see what we're about."





"Jeepers creepers! Who's that fatso with the funny hat on the screen, Batman?"

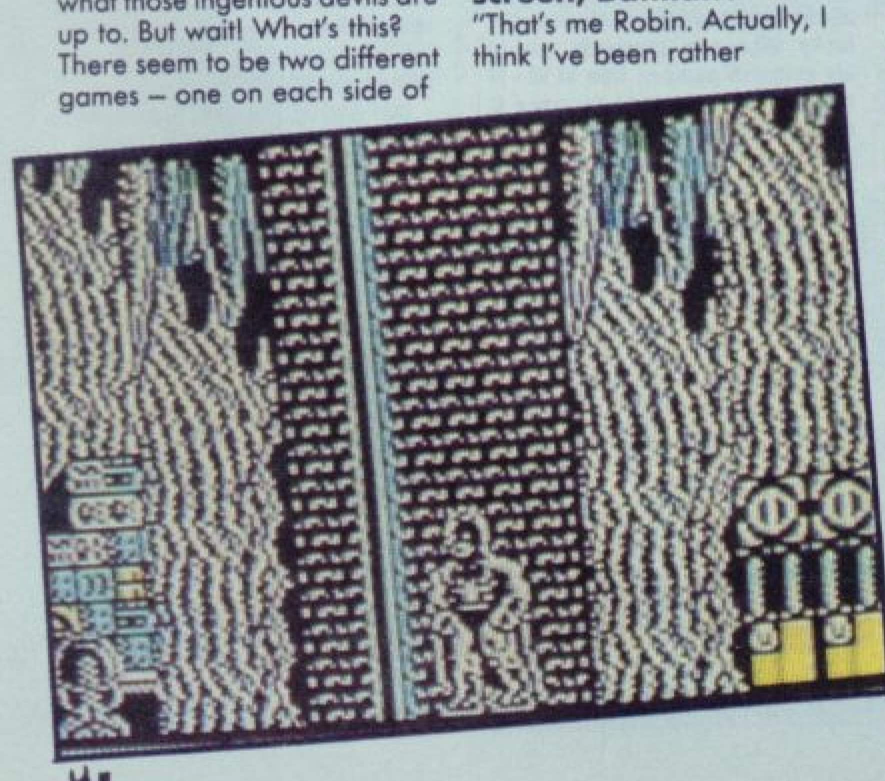
"That's me Robin. Actually, I think I've been rather endearingly adapted to the computer. It seems that, if my Bat-senses aren't deceiving me, I can walk around the screen collect objects and climb things."

"Holy perception! You've got it! But what's that strange boxed-off effect?"

"Looks to me like another example of comic book style, Rob. And cleverly done. As you leave one room, the next frame will overlay like the frames in a comic. Nice touch. Now, we're out of the Batcave and into the harsh world. I smell crime in the air. Which side did we load, old fruit?"

"By Gotham City! It was the Penguin side!"

"As I thought. I think we may find that our old friend the Penguin is about to try and take over the world with an army of robotic penguins and Henchmen in an operation he's running from a fake umbrella factory somewhere in the city."



"Holy Sixtiesexpression! Look out! Here comes a Henchman!"

(Impresive martial-arts fight breaks out) Biffo! sokk! Poww! "That dealt with him, Robin. I seem to be able to fight pretty



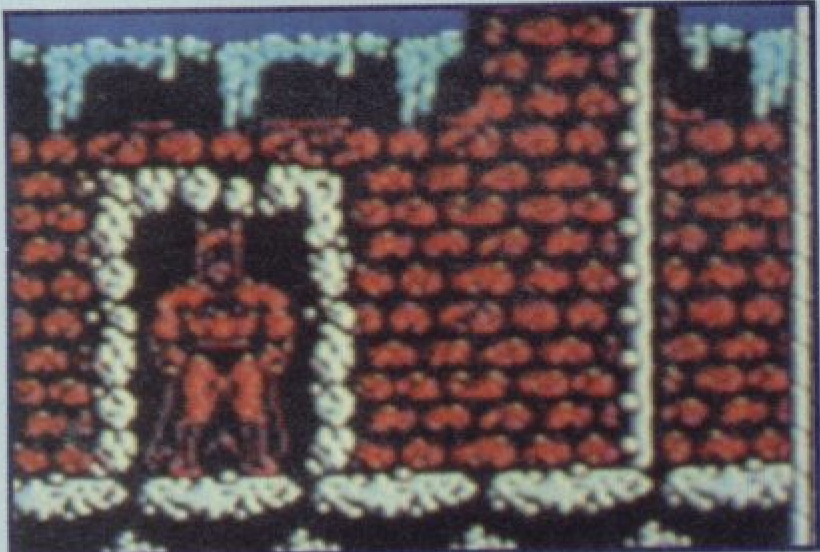
them I fear. There seems to be so much going on, I fear even my Bat-instincts wouldn't tell me where to begin."

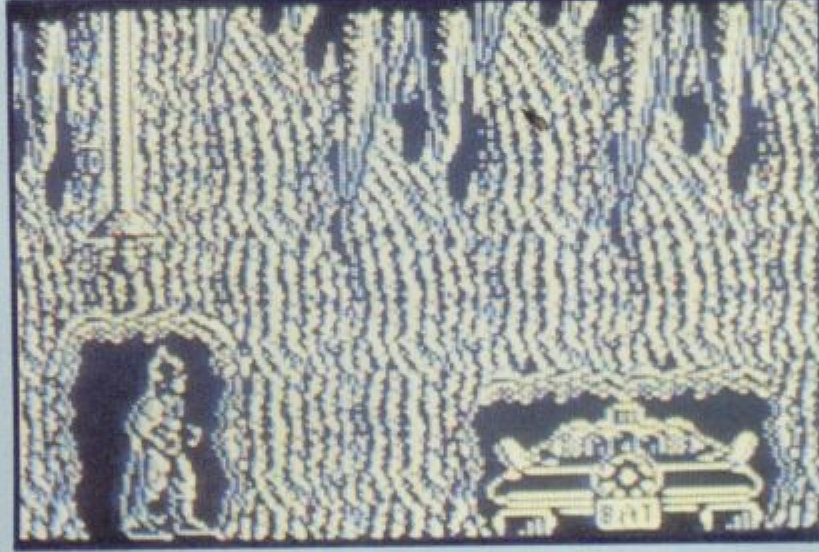
"Holy thoughtful programminmg! So what's our Bat-verdict?"

"I think it's a damned fine game, Robin. These graphics

MAN

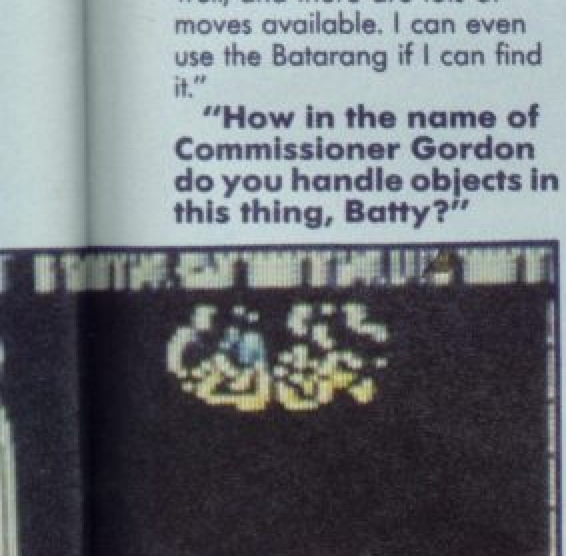






well, and there are lots of moves available. I can even use the Batarang if I can find it."

"How in the name of Commissioner Gordon do you handle objects in this thing, Batty?"



"By using this cleverly designed Object-handling screen, Robin. I can highlight the objects I want to use – assuming I've found them in the very large play area – and then, while playing, I simply press the Use Item key. I can then pick locks, disguise myself, find door passes and even have something to eat."

"Holy variety! So there's lots to do. How difficult is the mission looking, though?"

"Pretty tough, I'm afraid, old pomegranite. Gotham City is puz zling, and we don't have use of the Batmobile, so we'd better make a map. Here take this pen and paper . . ."

"Holy Swizz! I always have to make the maps!"

"I can't be bothered with such trifles, Robin. My energy level is getting low, as are the other two gauges which I don't understand the nature of. Pay attention to the graphics. Too much attribute clash for my liking, but on the whole they look good enough to me."

"And there are clues at the top of the screen to help us know when and where to use certain items."

"A good job, my caped suzette, because things would be a bit too mysterious without make the action clear and attractive and both games use different map areas and there are different sets of bad guys to deal with. It also has a sense of humour, which makes a change from all this sombre **Dark Knight** malarky I've had to deal with recently. I'd advise the kids to buy it."

"Holy endorsement!"

"Indeed."■

ARCADE REVIEW

FAX BOX

BATMAN *Label:* ***Ocean*** *Author:* ***Jotta Smith (SFX)*** *Price:* ***£7.95*** *Memory:* ***48K/128K*** *Joystick:* ***various***

GRAPHICS	SOUND
80	70
80	85
PLAYABILITY	LASTABILITY

Bam! First-class Batman romp scenario. More like the TV series than the comics

Reviewer: Jim Douglas

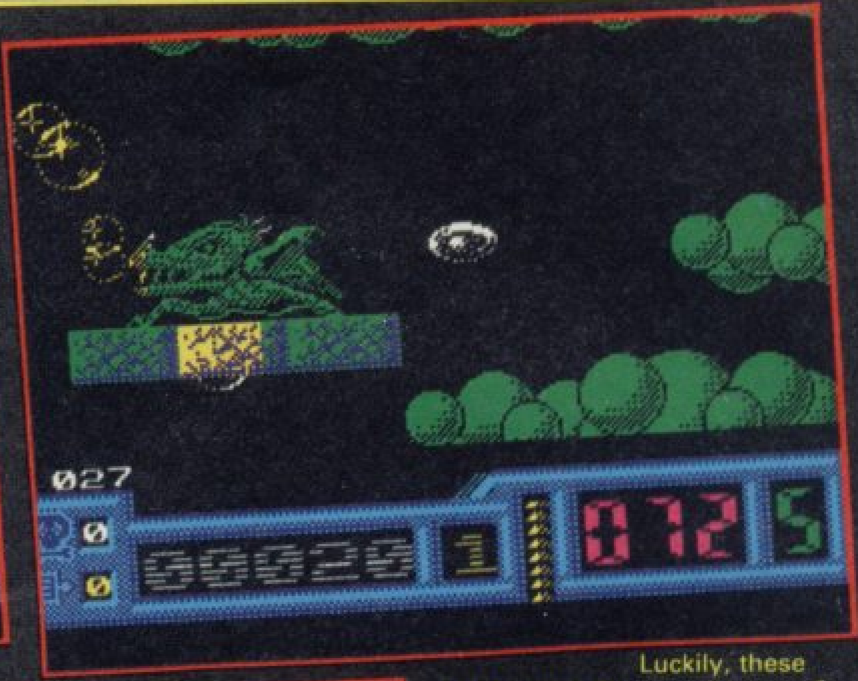
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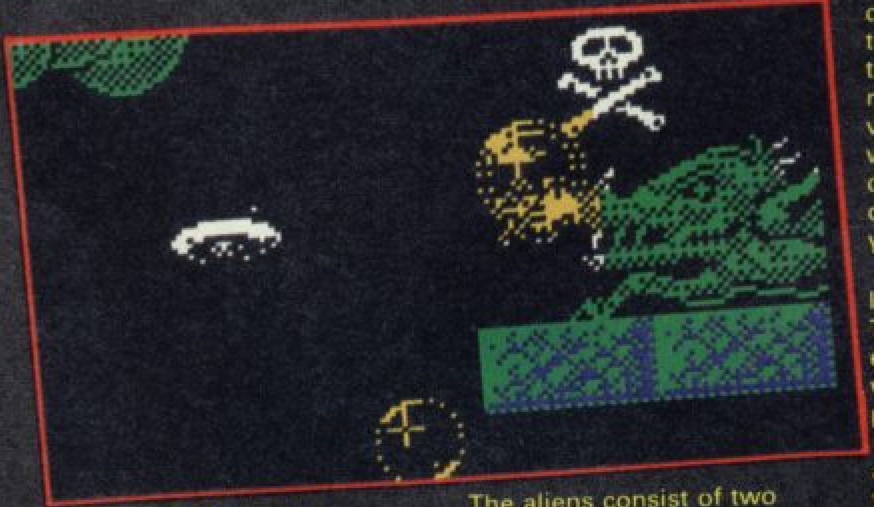
OVERALL **90**

GAMES REVIEW

NETHERWORLD







Eeek! What a way to die! Stuck in an infernal alien universe with no way out other than to buy your way to freedom.

You begin on one of three start levels at various points around the 10 levels. Each level is a large, multi-scrolling area of walls and nasties. The basic idea is to collect all the diamonds that are scattered about on each of the levels to gain access to the next. Of course, it goes without saying, each screen gets progressively harder (then why did you say it? – GT).

Just to make the game that little bit more difficult, you are given an amazingly short time limit in which to get around and collect all the gems on each level. Luckily it is possible to find hour-glasses that top your time back up to maximum.

Some of the diamonds are hidden in some pretty obscure places. Some groups are completely surrounded by what seems to be an impenetratable wall.

Or is it? Maybe not. Bounce around it for a bit and sure enough, one of the blocks is a cleverly projected hologram, carefully constructed to look like the real thing.

Your ship is a small, rotating hoop-like affair, that can zip in and out of the maze of platforms quite quickly, which it needs to be able to do, what with the short time limit and the nasties.

The aliens consist of two types. Free roamers, that bounce all over the shop, and cause some real painful damage to your craft. These are produced by alien generators that can be found from the mid-levels onward.

The other type of nasty is the demon. These rotten creatures sit on ledges next to large supplies of gems, and stop you by just chucking hundreds of bubbles at you.

Luckily, these can be shot down and some of the bubbles leave lots of special toys for you to play with. These range from extra points to two very destructive weapons. One weapon gives you the power to destroy demons on contact. The other is a brick smasher to help you break through games.

Netherworld seems to be 10 levels of the same old thing. There doesn't seem to be enough game in there to warrant any form of long term playing.

The graphics are quite nice and detailed. I particularly like the huge skulls on one of the later levels. Animation is quitre fluent, though the scrolling is more than a little jerky.

Sound is confined to well within the Spectrum's limits, but funnily enough, there is some mega-fab 128K music.

A slightly disappointing converions of the not-so-hot Commodore 64 game.



FAX BOX

ARCADE REVIEW

NETHERWORLD Label: **Hewson** Author: **Chris Wood** Price: **£7.95** Memory: **48K/128K** Joystick: **various**

A sad conversion from the Commie. Hours of sheer boredom guaranteed

GRAPHICS	SOUND	PLAYABILITY	LAST ABILITY	OVERALL
83	72	43	68	69

FREE GIFT LAGER MADNESS

First it was booklets. Then it was cassettes. Then we had two cassettes. Now Gremlin, fount of all knowledge and wisdom, predicts **WHAT MAGAZINES WILL BE STICKING ON THEIR COVERS NEXT YEAR.**

January. SPLOSHHH! magazine gives away a free full-price game, AHH-TYPE. Due to legal action by the copyright holders, everyone buying that issue is sentenced to ten years in prison.

February. THE WHINE magazine gives away a piece of software which turns your Spectrum into an Amiga. Thousands complain that they'd rather have their Spectrum back.

March. ARSE! magazine gives away an Amiga on the cover. Every copy falls off the shelf and all the Amigas are smashed beyond repair.

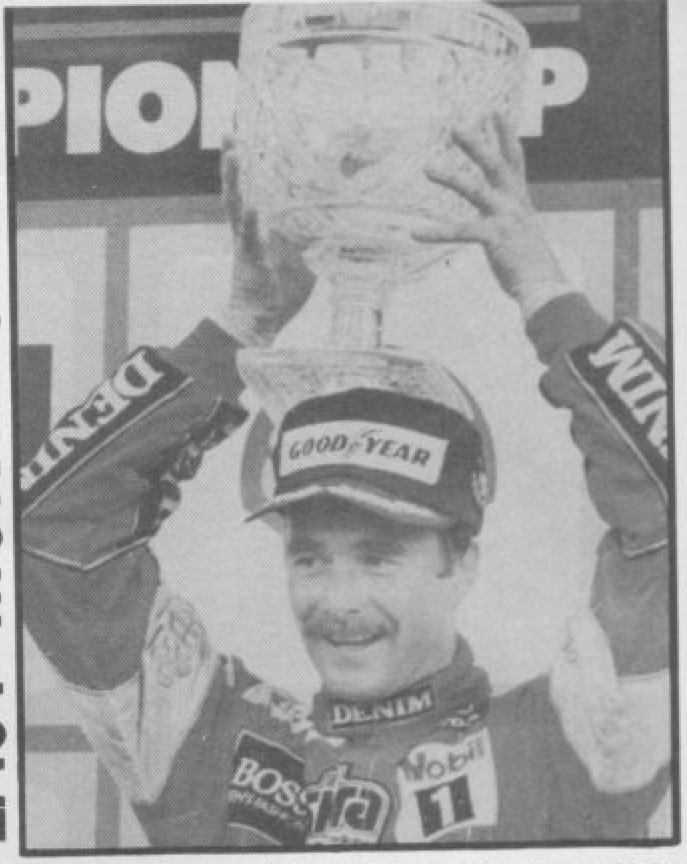
April. YOUR COMMODE sticks an Afterburner coin-op on every copy. Due to the cost only three copies are printed that month.

May. COMMUTER AND IDIOT GAMES has a free member of staff stapled to each copy. Many returns.

June. Our very own SU gives away a free Caribbean island (stuck in the centrefold).

July ... things get REALLY silly.

LAST MONTH'S COMP



Much better this month. Gremlin doesn't know if it's a phase of the moon of what but something about the Nigel Mansell picture brought out the worst in everyone . . . or the best maybe. There were a lot of entries that suggest Nigel had superglued the cup to his head (yawn yawn) and not a few mentioning personal hygiene of which perhaps the most direct was the brutal "So much for Denim – my armpits stink" from Stephen Browne – very tasteful Stephen. Not a few people's entries began "I'm a little teapot short and stout . . ." but few of them were funny.

Winner by complete office agreement was this piece of bizarre thinking from Craig Burnett "What do you think Alain? It's either this one or the blue one with no handles". Craig we're proud to have you as a reader. We'll even send you some money at some point.





Gremlin

Caption Competition 24

Look at this marvellous picture of the Darlings – stars of Network TV and owners/runners/publicisers of Codemasters. Why is David in the air? What are the others thinking or saying? Does the fact that they are in Dusseldorf make a difference? I think we should be told. Twenty of your English pounds to the winner.

Coupon

Name ....

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Caption ....

GREMLIN'S JOKE

Q What's the difference between a Duck?
A One of its legs were both the same.
Look it helps if you know the duck involved or if you'd seen its legs. Well I think it's very funny actually and you probably just don't understand it.
(Look I'm not going to bother stealing YS's reader's jokes idea if theis is the best you can come up with – GT)
Oh forget it.



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USER GROUP

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NEXT MONTH

Something pretty remarkable next month. Megatape 11 will have a game so special, unique and marvellous that you won't believe your eyes. We couldn't when we saw it. In fact next month's tape might just be the most astounding of the lot.

Why? Well we've got CENSORED (sorry but we're not allowed to tell anyone yet GT). We'll also have all the usual things you'd expect to find on a Megatape plus a whole host of special Christmas goodies.

In fact, there will be lots to keep you amused, bewildered, outraged and generally entertained whilst everybody else is complaining about how much they hate Christmas. We'll also take a look at the first PC200 software in the unlikely event that you've managed to buy a machine . . .

SU JANUARY EDITION

OUT DECEMBER 18th

(Even better than no school)



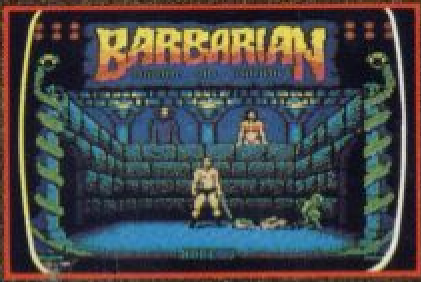
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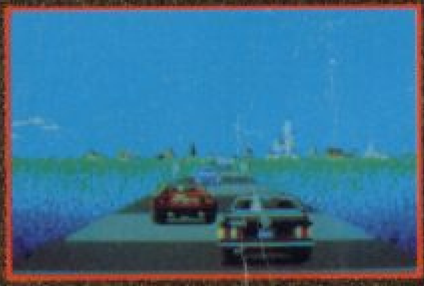




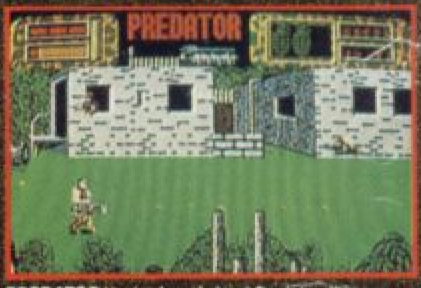
GRYZOR Featuring all the game-play of the arcade original, Gryzor takes you into a thrilling alien world of force fields, fanatical guerillas and strange enemy defence systems – but you have the fire-power and maybe, with a 'little' skill, grit and split second timing, you can infiltrate the aliens' headquarters. Play Gryzor once and you'll be hooked!
© 1987 Konami



BARBARIAN THE STORY SO FAR... The evil sorcerer Drax has agreed that if a champion can be found who is able to defeat his demonic guardians, the Princess Mariana will be released. From the wastelands comes an unknown barbarian, a mighty warrior, wielding his broadsword with deadly skill. Can he vanquish the forces of Darkness? ONLY YOU CAN SAY...
© Palace Software Ltd



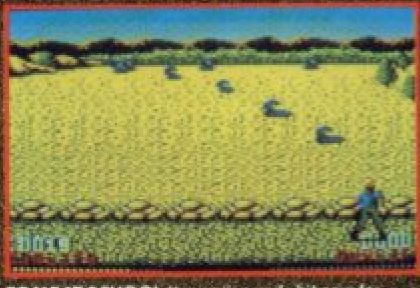
CRAZY CARS You are racing in the world's craziest race: "The American Cross Country Prestige Cars Race". If you are able to complete the race before the time runs out, you will get a faster car. You start with a Mercedes 560 SEC, and only the world's best drivers may drive a Ferrari GTO.
PREPARE TO START, READY? GO!!!
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LAST NINJA replaces C CARS on C64



PREDATOR You've heard about Predator, the Schwarzenegger movie – now you can play the leading role. Take a crack commando unit into the South American jungle to rescue a bunch of trapped diplomats. Should be easy enough...and so it would be, if it weren't for the mysterious alien who keeps on taking out your men.
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KARNOV Join Karnov, the fire-breathing Russian stongman, on his hazardous quest to defeat the evil dragon Ryu and find the Lost Treasure of Babylon. Karnov is a vast 4-way scrolling game that combines both strategy and fast action in nine challenging levels of gameplay. It is recognised by arcade addicts everywhere as one of the best games of its kind. Karnov also has something special in the way of characters – have you ever been killed by a skeleton on an Ostrich?
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PLATOON Lead your Platoon deep into enemy territory, you can almost feel the humidity, sense the threatening dangers as you encounter the enemy and his many booby traps. Having found the underground maze of tunnels, enter at your peril! Enemy soldiers lunge at you from the murky waters within, but this is the only way you can find vital information. If you come out of this alive, you'll be just one of the few!
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